







# SEGA SATURN MAGAZINE 13 CONTENTS

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Distribution BBC Frontline Printing Cooper Clegg and Spottyswoode Ballantyne.

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We regret that we cannot answer enquiries personally, or by telephone.

SEGA SATURN MAGAZINE USE DOLBY SURROUND

TO TEST ALL SOFTWARE

#### COVER STORY

#### STREET FIGHTER ALPHA 2

The legendary Street Fighter crew returns once more and Sega Saturn Magazine are first on the case as usual. In this indepth showcase we introduce all of the new characters. reveal some of the latest moves and prepare you for combat.



#### COMING SOON

#### 14 VIRTUAL ON

Robots - we love 'em at Sega Saturn Magazine, especially when they're involved in creating manifold destruction, In Virtual On they do just that, so check out our four pages of coverage on these giant mech warriors.

#### 18 REAL ROUT FATAL FURY

Strange how things happen really isn't it? After waiting ages for Doom to arrive on the Saturn, up pops Hexen just behind it. A bit like buses really. Anyway, Sega Saturn Magazine gives you a taste of this id classic.

#### 22 DARK SAVIOUR

With this epic RPG now complete, Saturn Mag enters 'Jailers Island' with a view to finding a way out again. See how we get on with this much touted 3D adventure game.



#### COIN - OPERATED 82 STREET FIGHTER

## **VERSUS X-MEN**

Cancom's latest coin-on is a combination of two of its legendary beat 'em ups, and it's looking absolutely awesome. At long last we get the chance to discover who is the hardest: the Street Fighters or the X-Men. Cool.

#### SEGA TOURING CAR CHAMPIONSHIP

Exclusively revealed in last months issue, we take a closer look at the latest racing game to issue forth from the AM stables. Is this the game to steal Sega Rally's mantle?

#### **VIRTUA FIGHTER 3** 88

For those with an insatiable appetite for fighting games all of us probably - we've got six pages of coverage on the latest Virtua Fighter instalment, We even show you how to execute some of the new moves on offer!

#### SHOWCASES

#### 44 FIGHTING VIPERS

Continuing on from last months in-depth coverage, we continue to inspect each of the characters in detail, listing their moves and offering a spot of advice on combat techniques.

#### 52 TOMB RAIDER

With the game now complete it's time to put on the thinking shorts and cut a path through some of Tomb Raiders beautiful, dangerous and puzzling environments.

### FIGHTING VIPERS INTERVIEW

Because Fighting Vipers is so ace, Sega Saturn Magazine wanted to know more, And being the investigative souls we are, we sought out Hiroshi Kataoka, AM2's big cheese for an interview.

#### DAYTONA USA (CC EDITION) After we brought you exclusive shots of the

much awaited Daytona sequel last month, we thought we ought to keep you all happy with some more coverage. So here it is!

#### SUBSCRIPTION RATES

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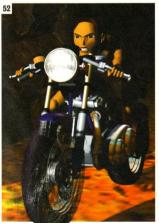
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#### PLUS!

78 EXHUMED PLAYERS GUIDE



NEWS

wou just can't beat a bit of Masters' coverage can you? Well, in our pursuit of the ultimate starting aming magazine experience, we present this latest issue for your perusal. However, rather than ree off owthat sections of the mag fr marticular happy with this month, the decided instead to make a statement about Exhumed, the 3D boom clone OUT NOW on Saturn. Well, as a PC owner and a log Quale far just have to say that I am mightly impressed with what the Saturn is achieving with this game. Quite frarily, it's brilliant. The 3D is incredibly fast, but it's the design of the game that makes it so great a you won't find a more curningly cartled adventure on Saturn. Or PC for that matter. Ver had a disturbance of the properties of the properti

Richard Leadbetter, Editor

# Call The Cops! Virtua Cop 2 Is Almost Here!





On your knees scumbag! The party's over!





Hey there axeman! Time to pay the piper!



nyone who's been playing Virtua Cop 2 in the arcades could tell you just how sexy this shoot 'em up sequel looks. Now with the game nearing completion, we at \$564 SATURN MAGAZINE have been given exclusive access to the third and final episode in the game. Needless to say, it's

looking awrome.

In Issue Eff to we revealed screenshots from the first two stages in Virtua Cop 2.

Everyone agreed that they looked almost identical to the arcade, and this is equally
true of the third and final stage in the game. Having pursued the nefarious
gang of hoodiums across town, everywhere from the
shippard to a car hase around the clip's streets,
the action now centres on the underground and
the final alternat fooliow the gun-totting crims

#### NOTES FROM THE UNDERGROUND

to their hideout.

File 3, the 'Rail Line Shoot Out', begins with our budding Dirty Harry types moving tentatively down the stairs while enemies pop out from behind walls in ever increasing numbers. Once the ticket barrier has been negotiated and the platform cleared of unwanted scum, it's onto the train itself for a crazy ride to the gangs lair. Fortunately all this shooting doesn't take place in the rush hour. If it did there'd be thousands of dead stockbrokers, secretaries and accountants slumped over seats, and lots of bloodstained newspapers and briefcases. Instead, you've got to contend with gang members popping up from behind seats, occasionally with an arm tightly held about the neck of an unfortunate commuter-come-hostage.

#### OVERGROUND ON THE UNDERGROUND

The action on the tube (or the subway as Americans call it) gets all the more tense when the constant shelf-for-shot mayhem moves onto the roof of the train. Enemies raise their soon-to-be-mush heads between the carriages while you go racing towards the station. There's also plenty of hangling out of the side windows of the train, your foes filinging their guns despainingly as they take a bullet to







the chest! Once you come crawling into the station the action continues on the platform. There was some speculation as to whether Sega would include all the detail from the arcades, but as the action on the train shows, there were never any doubt as far as Sega's AM department were concerned.

#### GO AHEAD PUNK! SHOW ME THE WAY

After all the thrills of the train ride, it's a matter of following the gang to their hideout. This involves travelling along inconspicuous grey corridors while the underworlds finest come crashing down through the ceiling and the like. There are some really nice touches - like bullet holes left in the wall when you miss - which mark VC2 out as not only more detailed than its predecessor but the ultimate shooting game on any console. Unfortunately we can tell you little more than this about the final scenes because, after all, we don't want to spoil the surprise.

#### JUSTICE IS DONE

Just like the original Virtua Cop, there's plenty of different bonuses afoot. You'll witness the return of the 'Justice Shot' which awards you with extra points if you do the decent thing and shoot enemies in the hand holding their weapon, rather than mow them down in an indignant wrath. Obviously this means there's more room to work on your accuracy, and rack up the points of course. Just like Virtua Cop, maximising huge amount of secret modes and such to uncover, but we've been sworn to secrecy.

your score opens up further options, even when you've clocked the game. There's a What we will say though is that they are well worth uncovering! That's all on Virtua Cop 2 for now, but know this all you Saturn faithful out there - next month we're really going to be going to town on the game with extensive coverage of each and every aspect of this ultimate trigger happy

extravaganza.





I had him in my sights. He was kneeling just behind a car, aiming real hard, I knew I only had the one bullet left. If I missed... I brushed that idea off. When you do my kind of job it 'aint good to think like that too much. So I just looked up, smiled, and pulled the trigger. His body slumped like a sack of old clothes onto the sidewalk. I didn't feel bad. It was a simple choice; him or me. Not me, not today.



Those hoodlum types pop out of just about everywhere so keep 'em peeled 'Peelers'.



Nine of Japan's greatest indep ware developers have joined together to form werful games cartel known as ESP tertainment Software Publishing). The es in question are: Game Arts. ire, Quintet, CSK, Sting, Japan Art lia Neverland, Onion FGG and Bits oratory. Most of the games planned for ase seem to be RPGs, with Game Arts' me-looking Grandia (page 98) first up for release. Treasure are working on an action game whilst Quintet have a racing ne in develop

nfirmed. The Sega Ages collection in Janan will be bundled together and released all on one CD in Europe! That means you get ace Harrier, Afterburner and OutRun all on one CD. The games are also compatible with the NiGHTS analogue controller. OutRun in ular benefits from this quite substantially. Speaking of which, OutRun also des a conversion of the Japanes of the arcade game which has the stages in a erent order. For OutRun alone, this CD is orth the asking price. It should be ilable in the UK around Christmas time. wary latest. Now that these games are out, speculation is rife about which games are coming next in the series. Power Drift, Galaxy Force and Alien Syndrome are the fancied choices at this time.

DON'T FORGET! The Emap Images/ TWIX nior Gameplayer of the Year" Challenge is ng place at the Virgin MegaStore in ord Street at 2:30pm on November 2, mber - as it said in last month's ist because you're not very good at sing around the shops on a Saturday on doesn't mean you're not a win-. Well, if you're happening to be traipsing around the Megastore on the Saturday on in question you could well end up with a year's supply of games and tons of Twix bars too! But only if you sent in that on last month and proved your prow at NiGHTS! Seriously though, it's going to be a big event. TV coverage and everything, So



In our Street Fighter Alpha 2 Showcase, the al data on each character shows but s to press in order to choose the fighter's urs. In the Saturn version, each button has a different colour and whilst the infortion given is spot on for the coin-op, it's itly different on Saturn. Apologies. D'oh





|    | HMV CHARTS Week ending September 27th. | KNOW   | HMV                    | HOW GAMES       | SEGA SATURN MAGAZINE | , PRIORY COL         | ures, send in your top ten to READER CHARTS,<br>URT, 30-32 FARRINGDON LANE, LONDON EC1R<br>ted will receive a game for their troubles! |
|----|--|--------|------------------------|-----------------|----------------------|----------------------|--|
|    | HMV CHARTS                             |        | SATURN MAGAZINE CHARTS |                 |                      | READER CHARTS Nathan |  |
| 1  | Exhumed                                |        | 1                      | Exhumed         |                      | 1                    | NIGHTS Codling Colchester  |
| 2  | NIGHTS                                 | NIGHTS |                        | Fighting Vipers |                      | 2                    | Exhumed game is wing its way to you!   |
| 3  | Alien Trilogy                          |        | 3                      | Street Fi       | ghter Alpha 2        | 3                    | Sega Worldwide Soccer '97  |
| 4  | Athlete Kings                          |        | 4                      | Tomb Rai        | der                  | 4                    | Baku Baku Animal   |
| 5  | Bubble Bobble Pack                     |        | 5                      | Virtual 0       | n                    | 5                    | Guardian Heroes  |
| 6  | Bust a Move 2                          |        | 6                      | Sega Wor        | Idwide Soccer '97    | 6                    | Virtua Cop   |
| 7  | NBA Action                             |        | 7                      | NIGHTS          |                      | 7                    | Gun Griffon  |
| 8  | Destruction Derby                      |        | 8                      | Dark Sav        | iour                 | 8                    | Athlete Kings  |
| 9  | Virtua Gop                             |        | 9                      | OutRun          |                      | 9                    | Panzer Dragoon Zwei  |
| 10 | Legend of Thor                         |        | 10                     | Bombern         | nan                  | 10                   | WipEout  |

## **BREAK POINT**

Tennis games have had a habit of being rather spineless affairs on the Saturn. Hopefully all of this is about to change with the release of Break Point, Ocean's forey into the world of well-shaved lawns and consistent British failure. The game features four court variations, including a tarmac court situated besides a hotel and picturesque beach. Up to four players can compete at any one time (playing doubles obviously) and a mixture of international players to choose from. We'll have a lovely preview next month.



## **NO CRIMEWAVE YET**

In Issue #11 we previewed a game called Crime Wars, published by Eidos Interactive. It's essentially a driving game viewed from an isometric perspective. with a dose of shoot 'em up action thrown in. The curious among you may be wandering what's happened to it, seeing as its release date was originally set for September. Well, since then it's been renamed Crimewave, and because programmers are perfectionists, they've delayed its release until 20th November to tweak it a bit here and there. So with any luck we should have a review in next month's issue.









# DRAMATIC RALLY TIME ATTACK RESULTS! ONLY 0.03 secs BETWEEN FIRST AND SECOND!

Not since the infamous Black Sox match-throwing scandal rocked the American baseball scene in the fifties (or whenever) has any contest inspired such twists of controversy. The final Sega Rally TIME ATTACK Time Attack results have been plagued with difficulty. Our first winners, you may recall, 1996 were disqualified, having misread the rules for entry. So it was we scoured the top ten (and below) for other likely candidates, requesting their video evi-

dence RIGHT NOW VERY OUICKLY. Of those entrants

who replied, we were happy to see their corking times. Those that didn't write back, we figure, had fibbed to us and feared being found out or they'd moved abroad As if this wasn't enough, the final

final results couldn't have been much closer. There was only THREE HUNDREDTHS of a second separating first and second place! Leigh Stevenson of Alverthorpe, Wakefield is the lucky winner with a time of 2.53.54, whilst unlucky John Tibbot of

Leicester comes in a close second with 2.53.57! Even more unlucky is Darran Ware, whose time of 2.53.58 was decalred void because it comes for exactly the same address as Leigh's entry. So the spawny third placer is lan McKenzie of Paisley, who walks away with an exclusive Sega Rally jacket and Sega T-shirt. Our top two both receive this prize, along with TEN Saturn games for John and a YEAR'S SUPPLY of free games for Leigh. Well done, everyone, even if you didn't win a prize. Or get the rules right, for that matter.





## **ACTIVISION** PREPARE **MECHWARRIOR**

EVER is Activision's brilliant MechWarrior II. That being the case we're quite pleased to announce that the company is intent on bringing the game onto the Saturn and we've been lucky enough to catch a glimpse of the first playable code of the game.

If you've recently been reprieved from an exile in another dimension you won't know about this brilliant first person perspective shooter. And to be honest we don't know much it either, mostly because conceptually, this is going to be quite a bit different from the PC original with the emphasis more on action than simulation. Still, it should be a good game what with the MechWarrior pedigree and all of that, so expect more meaty coverage in a forthcoming issue of this fine magazine.









# **HERE COME THE VIDEOS!**

This video blag is become a bit of a regular feature these days but who's complaining eh? Especially not you not when we've got five sets of three top videos to give away. First among them is without doubt one of the greatest films of all-time: Blade Runner. This ace future-noir flick is part of a Screen Classics collection from Warner Home Video. Directed by Ridley Scott and starring Harrison Ford, it focuses on a



bleak future where androids and humans are becoming almost indistinguishable. The effects are amazing. the atmosphere overwhelming and the action nail-bitting. A must for anybody. To go with this classic, we're also throwing in two videos from Warner's Beyond Vision range: volume 6 of the new Outer Limits series and volume 16 of Babylon 5 which features 'All Alone in the Night' and 'Acts of Sacrifice'. If you want to get hold of this 'trio with the brio', simply send your entries to THESE VIDEOS MUST BE MINE!, SEGA SATURN MAGAZINE, 30-32 FARRINGDON LANE LONDON EC1R 3AU. The competition closes on November 20th.

# BLOCKBUSTER

## TOP TEN VIDEO GAMES

ALIEN TRILOGY

DESTRUCTION DERBY

**ULTIMATE MORTAL KOMBAT 3 GUARDIAN HEROES** 

WIPEOUT

PANZER DRAGOON 2

TITAN WARS

CVRFRIA

**BUST-A-MOVE 2** 

TRUE PINRALL

## TOP TEN RENTAL VIDEOS

HEAT

TRAINSPOTTING

CASINO

JUMANJI

**FATHER OF THE BRIDE 2** 

DESPERADO

SEVEN

BARB WIRE DANGEROUS MINDS

10 VIRTUOSITY

## TOP TEN RETAIL VIDEOS 101 DALMATIONS

THE X FILES - FILE 82517

CASPER

**BAD BOYS** 

DIE HARD III

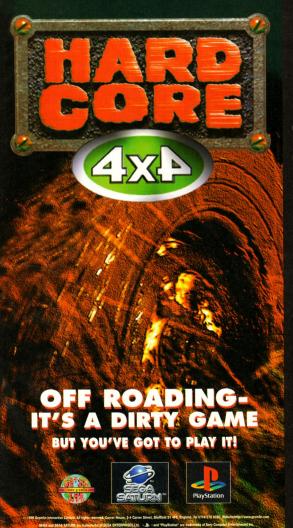
**CRIMSON TIDE** 

**DUNSTON CHECKS IN** 

JUDGE DREDD TERMINAL VELOCITY

**POCAHONTAS** 









IT'S DIRTY AND DANGEROUS...

- ...OPPONENTS DON'T CARE HOW THEY FORCE YOU OFF...
- ...THE ADRENALIN PUMPS AS YOU BATTLE AGAINST SIX OF THE DIRTIEST OFF-ROAD TERRAINS...
- ...THE SOUNDTRACK THUMPS AS YOU SWEAT AND SLIDE THROUGH IMPOSSIBLE TURNS AND AXLE-BUSTING DROPS...
- ...ONLY EXTREME SKILL AND CONCENTRATION CAN KEEP YOU IN THE GAME NOW...
- ...BECAUSE YOU'RE HAVING THE TOUGHEST, DIRTIEST EXPERIENCE OF YOUR LIFE.









## **INCREDIBLE HULK**

Incredible Hulk - The Pantheon Saga has been in development for some time now. At last we can bring you a few screenshots from the game. Although previous Incredible Hulk games have had the habit of making punters very angry at the state of the gameplay, we are assured by developers US Gold that this game should do the superhero proud. The game is a mixture of beat 'em up and platform action, viewed in a 3D isometric perspective. We've seen it play at the ECTS but have yet to get our hands on it. If other games on the Saturn featuring superheroes are anything to go by it should be a winner. Hopefully we'll have a preview next month







# **NEW TOSHINDEN TERROR!**

So... you thought Toshinden Remix on Saturn was a bit, er, disappointing eh? Well those plucky chaps at Takara have produced a Saturn-specific version of their flagship game which features all-new characters and some awesome high-resolution graphics. Just like VF2. Takara have produced this game with the Saturn in mind and redesigned all of the costumes, so Ellis' net-curtain skirts aren't there this time. In fact, it's a visual feast all round. But does it match up to the AM2 duo of VF2 and the new Fighting Vipers. Find out soon in the pages of SEGA SATURN MAGAZINE because we can confirm that Toshinden URA (as it is known) is definitely getting a UK release!





...but hopefully this will be better.







muanannua

Can this latest instalment match VF2?...









Come on everybody. Swing your swords! Hack and slice away at the opposition until they are dead! Kill, maim and destroy! That's the ticket! Obey Satan! Obey the Antichrist! Or not.









The blue flashes emanating from the foreground robot indicate that he's charging (above). This practice doubles the power of his attacks, but makes him a little tricky to control.

## It's the ultimate in giant robot combat — and it's headed for the Saturn! They said it couldn't be done! Only not very loud! Because it can! And it has been! Have a butcher's at these amazing shots!

f the Japanese have made a major contribution to world culture, surely it must be the duelling giant robots concept. You can keep your dim sum and your Kood orumners - if you ask us seeing two huge mechanoids beat the hell out of each other is the epitome of Oriental Sophistication. Virtual on is, without a doubt, the greatest representation of this art form yet seen. Regular arcadegers will doubtless recognise it. You know, it; that one which had the funny double-joystick control method. And the big robots.

method. And the big robots.
For those of you who are unlucky enough not to be familiar with Vittual On, allow us to provide you with a gentle introduction. In essence, V-On is a 3D beat 'em up, But with chocka shooters. The player takes control of one of a selection of heavily-armed giant robots and jumps into an arena to take on a similarly tooled-up Johnny Metalhead. This is where Vittual On begs to differ from the usual combat game stereotype. Each different arena – and there are many, my children – provides different levels and types of cover. Some have only a few low-level outhouses clustered in one corner, which affords little protection from the marauding ravages of your enemy. Other arenas are more sheltering, providing more hidely-hidey space for your mech and, consequently, your opposite number. Thus V-On becomes a game of strategy as well as fighting provess. It is not just a matter of who can

wade in with the most special moves – you got to think on your feet and cover your back at all times if you don't want to end up as the back end of a Cortina.

Obviously, when you're roaming around a Daren fighting against a stalking opponent you'd espect a bit of a comprehensive control system. Well normally we'd advise against getting your hopes up about anything in this day and age, given that they'll usually only be dashed against the craggy coast of abject disappointment. But it's a different story with Von, because it does have a comprehensive control system. So there's no need to cry.

#### **D-PAD DADDIO**

Steering your robot is pretty easy. The D-pad is used to seer your metal legs all ower the shop, as you'd expect. But on top of those legs is your turnet-esque body, capable of swirelling around significant to the short of the same should be youngle to any but the same you can run away from the challenger whilst still firing at them. Which is very useful indeed, because left's face it, otherwise you'd both just spend the whole game running around in circles after each other. And we wouldn't want that.

As if this wasn't enough freedom of movement for you, each









The two shots to the right are taken from the rolling demo at the front end of the Saturn version. The graphics do look awesome, but better is the knowledge that the ingame visuals are of the same high quality! Hooray!

# **COMING SOON**



#### PAIDEN

A big orange gentleman with a whole planet of hardcore guns bristling all over. Bad decor, but good weapons.

BAZOOKA A single-shot high-velocity rifle which fires giant shells. Raiden's main armament, but not his most nowerful

GROUND BOMB A spinning explosive disk which hugs the floor as it shoots

towards it destination, before blowing up a massive section of the earth. LASER Not the quickest of

guns, but this doublebeam laser cannon has great area coverage and lots of metal-withering oomph.



#### APHARMD

A kind of giant robot riot copper. Apharmd is armed with quite human-like weapons and is the most bipedal-looking character.

SHOTGUN Apharmd fires his powerful giant rifle. Provides good coverage and has plenty of power, but lacks somewhat in speed.

TONGFA A ranged version of Apharmd's close-quarters weapon, this fires off spinning disks of energy. Fast, but hard to aim properly and low on ammuni-

BOMB The mechanoid equivalent of tear gas, this stun bomb causes circuit ructions which damage Apharmd's foe and knock them to the ground.





you ask us, seeing two huge mechanoids beat the hell out of each other is the epitome of Oriental sophistication.

robot also has retro-thrusters. No, these aren't tening record stores. They're actually rocket shoes which shoot your 'bot into the air for a an attack upon their feeble cranium. And if you're quick on the button you can also use your jump facility to dodge incoming attacks.

#### TRIPLE ONSLAUGHT FRENZY

in Virtual On has three distinct attacks to call their own. Like human fingerprints, no two are the same (although some are them again. The categories of attack can be roughly broken down into three chapters, with each robot having one of each

with lots and lots of ammo, this generally causes There's also an explosive weapon, usually thrown so it's slow moving. These blow up on contact with the ground and cause damage to any mech caught in the resulting blast Strangely enough, these are often the most powscore a direct hit. The third kind of offensive is what

veapons which differ widely from mech to mech. Some are boring, like the bazooka (which is just like the first two attacks rolled into one). Some are wacky, like Fei Yen's @ Beam, which fires pink hearts. Others are groovy versions of hand-to-hand least energy, but are the most tactically useful manoeuvre for your character.

#### **HOW ABOUT A GAME OF ONE ON ONE?**

Now the astute amongst you may have noticed the mention of hand-to-hand combat in the last paragraph. That's because whilst these giant super hi-tech billion-dollar robots may exhibit the trappings of futuristic sophistication, they're all up for a bit of old-fashioned pagga tomfoolery. Once the two protago-







strategy of some Greek dude. He would have two parallel lines of soldiers attack in single file. Or something like that, I seem to remember. Not that I was there.







## MING SOON













These two pics, left and below, demonstrate the flip sides of jumping. In the first we see opponents in hiding. The picture below shows how the slow floating bounces of our hots leaves them open to a mas-

sive counter-attack. Getting hit in the air may also stun your robot, who'll crumple into a





adorned. Though there's no point in robots wearing knuckledusters, because their hands are already made of metal



without any of that cumbersome risk, there is another

Whilst you're moving all your weapons are Firing weapons at this level uses all their mean firing multiple charges of gun barrelness at once. Should a super attack hit home

#### **EVASIVE MANOEUVRES**

the opposition is lurking. A couple of quick button presses are all

that's required to access an overhead view. as a whole, and also allows you to see if fighting with your tiny sprites much harder. In fact, it makes working out with end of your robot

#### TWIN JOY

that of a feeble Earth goldfish, you'll recall we men tioned Virtual On's strange twin-joystick arcade control ethod. Well, thanks to the wonders of modern tech-

have planned a mini version of the V-On cabinet

games to support the peripheral.

Anyway, at the moment Virtual On is only

about 40% complete. There's still an awful lot of are still in thin air and the graphics still need "solidifying" somewhat. We'll bring you much more news as and when

near future. This one will be hotter than a drunkenly-ordered kebab on Mercury.



#### BELGDOR

A bulky green behemoth with a variety of highnowered attacks to make up for his lack of pace and manoeuvrability.

GRINADE A single bomb thrown in a high arc. Good for blasting enemies habind scenery NAPALM Belgdor's Nanalm attack fires a line

of blazing explosions for-...... from his feet into the horizon. It's slow hard to aim, but a devastating attack HOMING A fast-moving

homing missile with excellent steering capabilities. If Belgdor's opponent is in the onen it's curtainsville



#### BAL BAS BOW Preposterously-named fat robot on rollers. Not agile at all, but has lots of big

guns FLOATING MINE This

fires a airhorne mine which homes vaguely in

on an opponent's area and explodes n contact with anything solid. RING LASER A slow-mov-

ing laser which has the advantage of wide coverage. Fire loads at differing angles for an unavoidable wall of floating laser death.

HAND BIT Bal fires off his big robot hands which chase his foe around the arena before pausing to fire loads of missiles into their head





The Dual-ROM system SNK pioneered with King of Fighters comes back in Real Bout Fatal Fury. However, this time instead of the cartridge being pre-programmed, it's actually blank with the game loading in lots of data at once.



## (with thanks to David Hodgson).

WHAT'S ALL
THE FUSS ABOUT
Fatal Fury eh? You might
have played it in the arcades

to the Capcom games.

However, you might be the sort of person who has played it, and realised that yes, SNK really are quite good at this combat game malarkey. Still, for a bit of a potted Fatal history, read on

SNK's first answer to Capcom's almighty Street Fighter II, this is appalling today's standards. For a sta only three characters are selectable and for some rea son, SNK have made perfor ing a fireball almost as diff cult as successfully perforn ing Akira's Stun Palm of Doom in VEX.

#### FATAL FURY 2

SNK went back to the drawing board with this sequel. The three principle character from Fury 1 were retained, bolstered with a further five including the fabulously endowed Mai, This was a lot closer to Street Fighter 2, but lacked playability.

#### FATAL FURY SPECIAL

This time the Neo Geo meisters went into overdrive wing selectable characters and some very impressive specimoves and backgrounds.

Good, but still Capcom

#### KING OF FIGHTERS

The main trio of Fury heroes guested in this supremely popular (in Japan) fighting game. KoF '94 won Japan fee Videogame of the Year in 1997 and was a runner-up in 1995 A new '96 edition has just appeared in the arcades and it's almost certainly likely to be heading for the Saturn in short space of time.

#### FATAL FURY 3

Going up against Super Street Fighter II Turbo, it stilacked the immediacy and character of the Capcom games, even though in tern of depth of play, it was prolbly superior... And now it's

# Now instead of just powering up a bar, you power it up twice, giving you access to two different types of super move.

done an absolutely brilliiliilliant job on the music. Street Fighter Alpha 2's decent-enough tunes sound diabolical in comparison to the range on offer in Real Bout, which includes some superb classical tunes.

#### **NEW TECHNIQUE ACTION!**

Capcom have never really bothered to introduce any pseudo-3D elements to the Street Fighter games, but it is in this element that Fatal Fury rules. This "Oversway" system allows players to dart "into" or "out of" the screen, taking the action to different levels within each battle arena.

Real Bout isn't the first FF game to do this, but it does boast the most advanced system to date, allowing to attack as you move between "layers". It's similar in concept to what Yu Suzuki has introduced in Virtua Fighter 3 with the new escape button. Of course, wanting to escape from a one-on-one beat 'em up might mean you're a bit of a sissy but that's by the by.

#### LOADS OF SUPERS

Super-moves have become some kind of standard in the annals of 2D fighting games and lest we let Capcom have all the credit, it's worth remembering that the concept was actually thought up by SNK (in an Art of Fighting game, if memory serves). This idea has been given a facelift in Real Bout. Now, instead of just powering up a bar, you

power it up twice, giving you access to two different types of super-move - Super Death Blows (5 on your power meter) and Potential Power moves (when you've received huge damage). As you might imagine, these moves are tough to execute, but and mastically after the outcome of a previous-

#### FIRST FATAL COMBO CONFUSION

ly predictable bout.

Although Fatal Fury is renowned for being different in style to SF games, SNK have relented to pressure and included a >>



Five shots of Fatal Fury action, Blue-Mary specialises in reversals and plasma attacks (top left). Billy Kane puts paid to Terry Bogard with a devastating flame attack (top right). Mai's firebased fan attacks are spectaceular (centre). Billy Kane's super move bright of Immingring which he can send fiving (bottom left). Here's Mai's initial fighting line-up (bottom right).



ne pneumatic Mai (above) is one of the easiest characters to aster and also has a huge range of pyrotechnically asteunding secial moves, one of which we've pictured. Tae Kwon Do masus Kim gaaniga, a force to be recknow





## **COMING SOON**



Alpha in Real Bout Fatal Fury. Every character has a very simple chain which anyone can master - just press A, B and then C very quickly! After that though, the characters diverge, with all manner of different combination strikes to their names. Just like SF, an you've successfully chained. That's what all of





Real Bout Fatal Fury features a couple of new ideas which work really well in the 2D fighting genre.

For a start, SNK have taken Capcom's air-blocking idea and added to it. Now, as well as blocking an attack in mid-air, you can also turn before you hit the ground and perform a devastating counter-attack. Also, just like Pai and Akira in Virtua Fighter 2, your characters have the ability to reverse an



An on-screen indicator shows how many hits you've chained.



SNK have actually tried to make throws a bit more technical rather than cheesy as in Capcom's fighting games. It's a brave effort, but to be honest, throws are still somewhat Guise-ian and totally unnecessary really. Rely on those awesome chain combos and supers instead!

#### RING OUT!

the idea for use in the Real Bout 2D arenas. Each has an obstacle on either end of the scenery which needs to be knocked away with multiple hits before a ring out can commence. Then you simply knock them out and witness the humiliation. This ring out is quite amusing



foe flying...















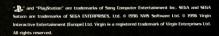


pulls out. The Game is Yours!

The finest pinball simulation ever! Six original tables, each stunningly rendered using Silicon Graphics™ technology, mathematically correct ball physics, special bonus side games and animated lock sequences. The first pinball game to offer a true player's-eye 3D perspective. Superb sampled sound effects and atmospheric sound tracks. There has never been a game like this before. Try it - it's mind blowing!













One of the greatest, and perhaps most under-rated enthralling 3D RPG. The Japanese coders of that class ing touches to their first release, the epoch-making Da



f this game looks familiar to you, that's because this isn't the first time that we have shown Dark Savior to you in the pages of SEGA SATURN MAGA-ZINE. On page 20 of issue #6, in actual fact.

However, on those two pages we showed you pictures of the first section of Dark Savior... now that the game is complete, we can reveal that this accounts for 1% of this frankly enormous role-playing game!

Believe us when we say that Dark Savior is perhaps one of the biggest videogames ever created, with five different parallel dimensions (more on that later) and around 100 different endings! The programmers of Dark Savior - Climax had in mind an RPG that would offer months of gameplay with many different, worthwhile ways of playing the game through. From what we have seen of the finished Japanese title, it would appear that they have been most successful.





When it comes to Japanese RPGs, you can be guaranteed that you're in for some pretty hardcore weirdness. So it is with Dark Savior, as we venture forth into its intriguing scenario...



Rvu-Ya comes face to face with one of his henchmen. Battle action ahoy!

"Those judged as being unable to return to normal society are sentenced to either death or life imprisonment on the isolated and solitary "Jailer's Island". Without any regard for species, both men and monsters are crowded together here. Each and every one of them has committed a major criminal offense.

On this island the prisoners are administered by Governor Clutoligen the Third. With only the brains of a common mathetician he brings strict discipline to this prison island. In his book, there is only one rule "Death to all those who violate public order!". It's because of his sadistic personality that most of the convicts bear hatred against him.

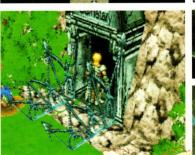
In addition, there are those who escort the prisoners to this prison of death. They are known as the bounty-hunters. It goes without saying that the convicts hate them as much as







A montage of Dark Savior action! The pic below left shows the cuming use of a key to open a metal gate. There's plenty of ladder climbing action in the game, as shown below and to the right. A panoramic view from a later Parallel (centre) which looks ace. Some combat "malarksy" at the bottom. The left picture shows the player using a previously captured bost to do battle whilst the bottom-rable to shows Rev. Teacquiries a mad scientist type!





the Governor himself.

Those who successfully escape from the prison do so only to offer themselves as blood sacrifices to the island! For although escape is possible, in reality, due to Governor Clutoligen's pride in preventing escape nearly all attempts are doomed to failure. It is said that the number of people who have successfully escaped by avoiding the numerous traps placed around the island is o.ork.

island is 0.07%.

Bounty-hunter Ryu Ya (from the country of Rajin) has been pursuing the metamorphic mundere-creature "Villain" for the last 10 years. With all the skill and effort he could muster in a final all out war he finally captured it. The authorities concerned have decided that the flendish monster must be transferred to the much larger prison accomodation on Jailer's Island to suffer the "Carbor Punishment".

The CP is mainly used against creatures like Villed in that are able to use cellular regeneration) which even if shilled can regenerate at such an incredible rate that they can quickly be completely restored to life again. The special carbon fluid artificially stops the heart and suspends all body activities. Presently, the only device capable of executing the CP is installed on Jailer's Island!

Ryu and two other ellite bounty hunters
Nick and Mal are ordered to accompany
Villain to Jailer's Island on the large transport
ship 'Glion'. This specially created vessel is
used to transport condemed prisoners and contains a specially constructed cage/cell into which
Villain is securely valaced.

However, while the ship is still more than \$80 nautical miles away from Jaller's island, Villain's instincts are aroused by the stimulating effect of mysterious sound waves! Suddenly, Villain secretes an acid like liquid that dissolves the cage/cell and quickly escapes into the





This mad scientist type doesn't look liek much, but in actual fact he's extremely fast and about 20% more powerful than our hero, RyuYa. Thankfully, he's still rubbish at fighting so defeating him should be easy!

This new RPG from celebrated coders Climax looks like being something of an essential buy when it comes out next January!

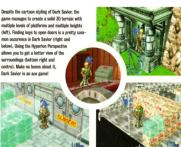






# COMING SOO





Textured polygons combine almost seamlessly with sprites to produce an astonishing 3D realm. Climax have pulled out all of the stops in creating an awesome action role-playing adventure!

ship. The sirens sound and all panic breaks out..." The long and the short of it is: YOU are Ryu-Ya and

it's your job to track down the metamorph super-criminal through the Jailer's Island, apprehend him and see to his destruction and then quickly effect an escape from the dread isle

#### HOW DOES IT WORK?

The bones of Dark Savior is that it's an isometric 3D adventure game, sort of in the style of Landstalker on the Megadrive only this time a mixture of sprites and textured polygons are used to depict the island and its denizens. Although it looks like a traditional isometric 3D game.

Dark Savior is much more. You can view the landscape from many different views thanks to a cunning new system known as the Hyperion perspective (see later), which literally takes

The game is broken down into many different areas,

ship. Your performance on the ship dictates which of the five paths through the game you're going to embark on (see later also). It's your job to make your way through the various areas, talking to the convicts, collecting objects and earning valuable experience points which allow Ryu-Ya to gain power and combat prowess.

Although it might look complicated, Dark Savior is pretty easy to get to grips with and from our hours' of gameplay we can say that it's probably the premier Saturn RPG.

#### FIRST IMPRESSIONS

We've been giving Dark Savior a bit of attention now and then since the finished Japanese version arrived in the offices and we can report that it's a top game. A very top game indeed. We are also happy to inform you lot that it is definitely getting an official release, with full-on English language action scheduled for a January 1997 launch. If you quite liked Shining Wisdom and its ilk, you're going to flip over this.



Where would the world of role-playing be without a bit of fighting. One thing's for sure, it would be a most dull place indeed, consisting of much solving of logic puzzles. walking about and talking to people (yawn).

Thankfully, Dark Savior includes a fair smattering of fighting, mostly in the form of a rather brilliant one-onone almost-like-Street Fighter combat system. You and your opponent face off in a best-of-three rounds scenarios, using normal attacks, special moves and blocking in order to wear down your opponent's energy bar. There's even a Super Move energy bar you can build up. Brilliant eh?

Well, that's not the cleverest part. Dark Savior allows you to stun your foe into submission, whereupon you can capture them and add them to your ranks of fighters. So the next time you get set upon by some hideous creature. you can use your last conquest to do the fighting instead of Ryu-Ya. Brilliant eh? Well, the further you get into the game, the bigger and more nastier the creatures you fight... And every one that you engage can be added to your team!







Three shots of intense Dark Savior hacking and slaving.



platforms with boxes on move about and you need to use them to locate a lever (which is just off screen to the right). Once this lever is pulled, the box platforms drop down, allowing you access to the door out. You can't really see it very well, but it is in this shot (behind the green mesh). Using the Hyperion Perspective makes the exit pretty obvious to see.

## COMING SOON &

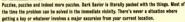


Some pretty impressive architecture in Dark Savior, and a lot of it is more than just decorational. Witness this enormous metal-glass door opening below.











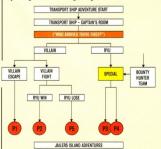
Dark Savior is basically five different adven-





#### THE PARALLEL SYSTEM

tures in one, with the game variation you deal with the initial blazing ship scenario. The diagram with this little box should give you some idea of how the game diverge at this crucial point. Although the landscape may be similar at many points, the storyline and the characters change radically, as do many of the objectives and puzzles. With the five major parallels spawning around soo endings, this game is HUGE!



#### THE HYPERION PERSPECTIVE

Landstalker might have been locked in the isometric perspective. Dark Savior isn't. Using the left shoulder button or the analogue controller (if you have the NiGHTS pad,) you can look around in just about any direction. The right shoulder button is used to scroll around, allowing you to view yet more of scenery. The system is absolutely brilliant and mastering it is a must. Sometimes hidden objects are revealed with the Hyperion Perspective and later on, potentially fatal drops into the abyss are avoided ONLY by using it!

Other than that, the controls are rather simple. There's running and jumping. Attacking, talking and examining are all done with the same button. The inventory system, allowing you to check out your stats and booty is also available and super-simple to use.



This bit of action taken from the game's demo sequence at the beginning shows the real versatility of the Hyperion Perspective. The view can be warroad extensively.



The fact that the entire terrain in Dark Saviour is made out of polygons and textures allows freedom of movement when viewing.



S

ome games designers have an excellent grasp of the phrase "high-concept", basing their games around one central flimsy premise which brands the product. However,none can match the mighty Lemon, one of the

Scavenger-affiliated teams and the bods responsible for Amok. You can imagine the pitch the creative team put forward to the producer to try and self the idea. "Erm. It's like Thunderhawk. Underwater". At which point the producer will have shaken his head wearily and picked up his filofax. Doubtless as the chief reached the door the junior teaboy programmer will have blurted in a last ditch attempt "With a frog!".

"Biggol" thinks the producer "With a frog! What geshould wort dismiss like after all!" And we should all be glad that he thought that, readers, because Arnok is shaping up to be a vision of loveliness. Mind you, I might be mythologying the whole process here, with my lies. It's more likely that Lemon got Arnok off the ground by showing off its wonderful graphics engine to an impressed room of schedulers.

You can imagine the pitch the creative team put forward to the producer. "Erm... it's like Thunderhawk. Underwater".

Bless their little cotton socks.

For Amok utilises some of the flashiest 3D graphics the Saturn has hosted for some time. Not in terms of speed or colour, but in terms of detail. Amok asks your humble Saturn to handle no small quantity of objects at any one time, without recourse to processor slowdown. And, of course, it's got a frog.

Not any old frog, obvoously Otherwise it might have Tood of Tood Hall and the game would'we been cap. Just driving around in a little tood car with Ratty and Beaver, or whoever it was. But no, this is a hard frog, made out of metal. A kind of robotic mechaniol frog wehicle, in fact, armed with many guns, bombs and missles. And it is this mechanical frog you must guide through the various mission objectives set you in each stage. These range, as usual, from rescuing hostages to blowing other things up. Nothing particularly fancy about that, you may think. Truth be told, maybe



there isn't. However, 30 exploration shoot'em ups are a popular new genre which have appeared and bred like weasels since the advent of polygon technology. Saturn owners can't get enough of them, it appears, and Amok is at least looking for the rosette for Most Slickly Produced in Breed.

The exploration aspect has been toned down slightly, leaving you free to head straight for danger rather than spend all your time faffing around with maps. The weapons of mass destruction have been toned up slightly, along with the scale of the enemy enforcements. For example, by level one you're already taking on a heavily-guarded fortress full of soldiers and gun emplacements.

So Amok might not be the most original title headed for the Saturn – frogs and underwater setting notwithstanding – but it certainly looks pretty.

As for the gameplay, the depth

and the longevity of Amok, we'll leave that for the review, hopefully in the next issue. Until then. Keep the faith,







Because it was hanging out with that damn chicken!



The first training mission pits you against a school of sharks. They're dead easy to kill with your guns. But they look nice.







The sharks in the first stage are so beautiful it's almost a shame to kill them. That's what Rad says anyway, in a feeble effort to explain why he keeps losing.



They might think they're tough, but these soldiers are also stupid, standing as they are, in the way of those missiles.



#### THIS FROG WAS MADE FOR WALKING

Whilst your underwater fog submerable, which walks runs and shoots missiles like a real frog, is a rest caskruns and shoots missiles like a real frog, is a rest cask on the sandy shores and play in the sun, Luckly this is fully possible, because the levels of Annok are split between underwater operations and landlubbing japery. This adds a nice element of variety to break things up, A bit like the underwater section in

Core's above-ground Battlecorps 3D robot walker exploration shoot 'em up.



## MAP READING FOR DUMBASSES

Before embarking on each mission you're given a little breakdown of your objectives. Don't bother taking that bother taking that you normally have to. An arrow on screen in the game shows you where to go, and a line of text in the middle of your vision informs you of your next goal as the old not is schieved. You don't even need a map once you've got started. Which is good, because you don't get one.



Listen carefully to what the briefing tells you.



Actually, don't bother. It's dead easy.



These scary monsters are rock hard. Avoid them.



isn't it? Well done, me.



That little red box highlights your nearest target.



This artwork depicts your amphibious swimming, walking tank firing a missile whilst an ogre in a minecart prepares to snipe from behind. It might just be my dodgy eyes deceiving me, but I'll bet you a quarter of a pence that's what it is. In another life.



ears and years ago we, the amazing staff of SSM, unveiled a small new Sega-affiliated software house known as Scavenger, Scavenger, you may recall, was a collective of tiny programming teams poached from other arenas. Then, after showing us lovely demos of a couple of their titles which seemed to break whole new ground for the Saturn, Scavenger disappeared, for no apparent reason.

Well now, at last, they're back, and this time they've brought their games. Scorcher, their lead title, was impressive enough in its early 30% complete state, and has moved on considerably since

For the uninitiated (ie - anyone who bought their Saturn sometime in the last century, which Scav have spent in the wilderness), we'd better tell you a bit about Scorcher. It's a futuristic race game where you play the pilot of an anti-gravity floating craft. Luckily though, that's about it all it shares with WipEout (which it will doubtless be incorrectly com-

The courses are carefully – nay, lovingly – produced in full 3D in about a zillion colours, and rendered to follow all kinds of curves and shapes. How very very pretty. Watoonga!

pared to forever). This floaty thing is in fact a strange kind of forcefield bike which you must ask to negotiate a series of increasingly winding roads, sometimes on two or three levels of elevation. Sometimes you'll have to jump up to a higher road,



The undulating terrain provides a realistic feeling of motion. And the lighting helps too. Like, when you go in that tunnel, it gets all dark and that. Just like real life. Brrrrriliant.



It's the Freestyle Hamster Wheel Racing Championships!

or drop down into strange tunnels, to complete each lan. There are obstacles all over the shop, not to mention the competing bikes, which all conspire to make your life extra extra hard. Not that they need to bother, really, because your nimble lightweight vehicle provides enough trouble of its own, bouncing around maniacally at the slightest bump. As is so often the case with decent race games, learning to handle the individual transport is initially as much of a challenge as facing the tracks themselves

Scorcher initially won a lot of attention for its graphics. The courses are carefully - nay, lovingly produced in full 3D in about a zillion colours, and rendered to follow all kinds of curves and shapes. But given that this was about eighteen months ago, things have moved on considerably in this fastpaced world of technology. However, having copped a butcher's at the latest 90% finished version, we can say that Scorcher still looks hot. The light sourcing adds a lot of atmosphere, there's an awful lot of roadside detail and the clever clip-masking ensures that the whole thing runs super-smoothly. Even if



Don't worry, kids, this isn't a weird part of the game. It's from the intro-





As is this. Although they both look a bit like the usual graphics. From another view





My money's on the reigning champion - Hammy.

that does mean all the races take place at night or in the fog. Still, them's the breaks. You'd only moan if they didn't bother and you could see all the clipping in the horizon. So you'll get what you're given and be grateful, I reckon.

Anyway, despite the Saturn having been blessed with some awesome race games in the last year, Scavenger seem positive that there's a place in your software collection for their baby, Judging by visuals alone, we'd have difficulty disagreeing with them. Plus, they're bigger than us, so we wouldn't. But, on the subject of gameplay, we don't care how hard the producers are - we're willing to be brutally assaulted for our opinions. Luckily for us, we're not sure vet, but it looks like Scorcher might be the same by name and nature. There are a few bugs yet to be ironed out, and some potentially fatal slowdown to eradicate (which the team promise they'll do). So far, though, this looks to have been worth the wait. And boy, what a wait it's been. Keep your eyes peeled for a full review next month. Or the month after



## PREVIEW 🥔



Real Dave Kelsall-style ancient games crones may have heard of Seavenger some years back. That's right, this is the team who first garnered plaudits for their amazing Megadrie 32 x demos. To be bluntly honest, the graphics looked not unlike the current saturn games from their stable. Not that this is a bad thing, as the demos were ace. But luckly for their bank account, Scavenger never actually get around to releasing a game for Sega's doomed peripheral. Anyway, that just goes to show how all good and by I dever Scavenger are.









That crackly yellowness shows that something has happened in the game. Like a power-up, or something else.



Who'd have thought that a Saturn game set in Stoke would ever see the light of day, eh? What a town.







The yellow vector graphics stuff looks all exciting. Don't try to collect it all, though.





Look at those backgrounds. OI! I said LOOK! Don't just lend a cursory cast of eye to them, have a good full-on BUTCHER'S and tell me it's not LOVELY.

## **CLIP 'ROUND THE EAR**

Clipping has been the scourge of polygon games from the off. Barely had Virtua Racing hit the world and stunned the populace than some smart-arse was pointing at the screen and moaning "Look - you can see all the horizon appearing in blocks. That's crap". Well thanks for nothing, was miscrable needed.

ing took – you can see all the incitors appearing in blocks. That's crap". Well thanks for nothing, you miserable get. Thanks to miserable people like you, poor overworked programmers have to find ways to avoid this "clipping" problem.

Scavenger have one of the most unobtrusive

ways of doing this. They "mask" the horizon in semi-translucent tones, simulating darkness, mist or water. This allows objects to seemingly appear smoothly, when in fact it's just the clipping is hidden behind some pretty colours. Well done, chaps.



# HEXEN

It's another classic id game!



|                |                        | '                    |  |
|----------------|------------------------|----------------------|--|
| PUBLISHER 🗸    | GAME STYLE ♥           | RELEASE DATE 🗸       |  |
| GT Interactive | Shootey/Adventurey     | Soon                 |  |
| ORIGIN         | Doom sequel translated | from the PC original |  |
|                |                        |                      |  |

A

fter literally years of no decent Doom clones being available for the Saturn, suddenly a whole bunch of them are coming up fast. Out now in your local software shop you can purchase Exhumed - a frankly stunning game.

Also, the games that started off the entire genre are headed for the Saturn. Doom you'll know about (as we covered it last issue) and this month we take a fuller look at Hexen, the mediaeval adventure rendition of Doom with tons of extra bits.

Being developed by Probe Software (of Alien Trilogy fame), we can report that the Saturn translation of Hexen is looking very hot indeed. Everything from the PC version has been retained (including some of the ace mist effects) and the game's speed is

All the character classes, the weapons and the magical power-ups are included and the "hub" elements of the level design remain in evidence.

most impressive. Although not quite as fluid as Exhumed, you shouldn't really have any complaints. The big news though, is that the Hexen adven-



Also, it's been confirmed that Hexen fand Indeed the forthcoming Doomly use the Saturn linkup cable; which should actually mean that the lead in question will finally get a release over here. It's well worth the effort - the DeathMatch action in games originating from is doffware is guaranteed to boost the longevity of the title. Also, it's great to see that the linkup aspects of the game are actually being coded in the Saturn version (unlike Wipfout and Destruction Derby, for instance). What is also quite amusing is the ability to use magic to transform your opponent into an easily destroyed fand probably strikingly pig!

So, all in all, it would appear that GT interactive are on to a winner with Hexen. How the finished product matches up to the similar Exhumed remains to be seen, but with the id software pedigree behind the title, it should be a classic in the making.





...And you shall know the terror of the Helifire. In the land of Gelrog you will discover pain! In the abyss of Mandek you shall find despair! In the valley of Yon you shall know eternal suffering! And in the back garden of Frank you will be asked to mow the lawn!



# Example 1

#### DOOM UPDATE

We were going to bring you more Doom action this month. However, it transpires that the Saturn code has been substantially revamped since last issue's mini-showcase. Developers Rage Software are concentrating on reducing the raggedy nature of the textures and are intent on massively improving the game's fluidity. Compatibility with the analogue pad is also being coded. More next month.

Little Johnny was enjoying the sedate pace of his new lift to school, when...



# letter

#### A VERY GENUINE NUTTER CALLS

Thought I would write in with a Fantasy about a game I am looking forward, to... I was walking along feeling dejected because everybody could kick sand in my face, when I saw a Banner, stating, G&MaD TOURAMAREN, INTRODUCING, THE FIGHTIMS VIPERS, so I, went along to pick up a few hints... There was a very Beautifuly young lady, dressed in, Red, walting for her Bout,... 1 asked her if she would teach me to Fight, after. She said OK.... She was a very good Teacher.. But if I erred, she really gave, me, the Burn's rush, literally, limight add., But In a while, lexeeded, her —

gave, me, the builts tostic, metally, timight adult, but in a white; I exceeded, the expectations, and it thinks he fancied me, as i, did, her.... I sakede her name, she – said CANDY, I've got a Sweet Tooth,.... She smiled, – Impishly, and fell into my arms. THE END.

I know it's a little weak.... but id be happy to see it

printed in the Mag, as i'm – Easily pleased.
Regards

Phil Furness, Oxford.



#### I NEED SUPPORT!

#### DEAR SSM,

As a devoted fan of SSM and a complete Sega freak I felt an uncontrollable urge to write this letter... WAKE UP SEGA, WE NEED SUPPORT!

When I first considered the jump to a Next Gen console it was a well thought-out and researched decision. All my colleagues owned PlayStations which put that particular console high on my list. But I read the press, did some trials, and made what I think was the best decision, I bought the Saturn.

What a piece of kit it is. As a former Megadrive/Mega-CD owner (which both were the business!) I can only say that I was astounded by the difference. Graphics and sound are out of this world.

The only real problem I can see now is marketing strategy. Now that both consoles are, well, a lot less than I paid for mine, Sega's return must come from games and accessory sales. There does seem, however, to be a small problem with this. Take a look around the high street PlayStation shelves outnumber Saturn shelves three to one. How can this be, arent 'Sony new to all this, arent 'Sega the best at games and sales, where is all the support we're used to? When you read press advertisements both consoles are well established, with what loos like a comparable amount of games available. Why then is the high street so different? This, after all, is where most people make the decision and purchase their console. Am I the only one who has noticed this? Am I the only one with hary concern? The Saturn is a brilliant development, don't sit on your laurels Sega, give us the support now we've backed even horse!

To be fair, Steve, this isn't so much Sega's fault as that of your friendly local retailer. They're the ones that choose which games to stock, and at the moment many of them seem to be favouring loads of rather insipid-

quality PSX titles over the current flood of quality
Saturn games. Hopefully this situation will change
around Christmas, when Sega are predicting they'll sell rucks of Saturns.
Huzzahl

#### **DATEL? UP YOURS!**

#### DEAR SSM.

I can't agree more this the comments made by Karl Swan in issue n about the Datel Action Replay cartridge. For \$50 all you get is a total of 45 different game codes, only SEVEN of which are for UK games (the rest for bloody imports!), which includes oldish games like Victory Boxing and Shinobi-X.

Coming and Simourous. On the box cover it says "Enter new cheats as further games are released – Flash EPROM Technology means that all new entries are added to the built-in cheart menu". WHATI Flash EPROM Technology? New entries addedIPI And what of the "high speed common port". That's good for the lucky few who own both a Saturn and a Pt. Co connect it with. The rest of us have to wrake up high "phone bills to get passed on to other departments, given other "phone numbers to try or not even get an answer at all!

not even get an answer at au in from they would release new codes to magazines like this esteemed publication, and print them for us like they did with the 1-6-bit Action Replay and Game Genic carts. I'm sure that many people will actually buy the cartridge knowing what effects it can make to top title games after seeing them printed in magazines. I hope you will be printing such codes in 554s to tath we can use them to find other codes and maybe send them to you. Hope you can help all us Datel Action Replay cart (conned)

owners.

David Kimmings, Acklam, Middlesbrough.

Yours is about the millionth letter we've had making this complaint, so it's obviously a bone of contention out there. We can't print codes we don't get, David – and given the scarcity of Action Replay owners (especially ones who actually like the thing)

we're not sure if it's worth the space. Plus, most codes end up along the lines of "Play Sub-Zero in paisley colours" or "Crash the game every time you jump", which doesn't seem particularly worthwhile.



Remember this kids; fancying games characters is not only very sad but also drastically affects your grammar.

#### I DON'T UNDERSTAND CAPITALISM

#### DEAR SSM,

What are Sega doing? In issue 10 Charles Livesey wrote in and said that Sega are going to convert all their best games on the PC. Are Sega stabbing us FAITHFUL Saturn owners in the back or what? I mean, we might as well have gone and bought a PC and get the best of both worlds, but no we didn't, we decided to stick with Sega through the axy3 Kot Mega-CD to MultiMega which as we all know are crap and aren't worth a penny but still we bought them. It took Sega three tries before they could come up with the amazing Saturn. Now we find out that wans't were money either—everything the Saturn's got the PC already has or is going to get. The PC has Internet access, all of the best games that are on the Saturn will come out for

Steve Eckersall, Ovenden, Halifax.



the PC (what are the bets that the PC conversions will be better than the Saturn's?). One reason I bought a Saturn over a PC was so I could play Saturn-only games by Sega. I know Sega have to make money to keep their company thriving, but whatever happened to loyalty? Kevin Reardon, Beckton, London

PS If you don't print this I will know I'm right.

Consumerism happened to loyalty, Kevin. If you don't like the system, don't whinge about it to us - go and burn down a bank or something.



As Adrian Morley enthusiastically points out, Guardian Heroes is a game with loads of depth, loads of action and ome pretty smart characters to boot.

who cannot enjoy the gaming phenomenon that is Guardian Heroes is not fit to own a Saturn. The computer equivalent of social services should come round and find a foster home for Kamran A West's machine. What more could you want from a game? I've just finished it in Story mode for the first time and I've still got six more finales to discover, not to mention playing as other characters and the two-player option. It's a crowd pleaser too, with my six-player adaptor (purchased for this game) I spent several hours after the pub with four mates playing various team/every man for himself/all gang up on one person-type situations and it was a fantastic laugh.

I suspect you only printed Kamran's letter to provoke controversy, so as a measure of your success could you print the number of letters of support for GH that you received this month.

Thanks folks, I'm off back to bed.

Adrian Morley, Clayton St. West, Newcastle-Upon-Tyne.

Well Adders, let's hope your employers aren't reading this or you're right in the cack. Anyway, we got LOADS of letters defending Guardian Heroes from Kamran West's unqualified onslaught, and NOT A SINGLE ONE agreeing with Kammers. Which just goes to prove we must have been right about GH being brilliant. As usual. Hope this is worth your impending unemployment.

### THE ACCEPTABLE FACE OF GAMING

#### DEAR SEGA SATURN MAG,

Right, according to my family "this computer thing is all crap, why not go outside and play?". Why oh why do I constantly hear quotes similar to this one? Family always mock computer games for no reason. It's like they've

been programmed by an alien race to destroy all computer games. WHY? Have you ever been told off by your mum for being inside too much? Parents note: WE LIKE BEING INSIDE SO STOP NAGGING!!!

Chris Houson, Olney, Bucks.

PS Blur are better than crappy Oasis.

#### TO THE AWESOME POWER THAT IS SSM.

The other day I was playing snooker at the local club and thought "Why not have snooker on the Saturn?". Picture this - Embassy Pro Snooker. It could feature all the top players such as the likes of Stephen Hendry and Ronnie O'Sullivan, it could have full commentary non-stop, and of course the typical Saturn excellent graphics. I'd also like to add something, because lately people who enjoy video games are being slagged off as being sad. This is not the case, I am an excellent snooker player and enjoy playing football and cricket. I'm out with my mates a lot, I'm a massive Blur fan too. Also I have a steady relationship going (hi Helen), so there. My Saturn just passes along those boring Sunday afternoons in the house and makes my life a tad more interesting.

Carl Heath, Castleford, W. Yorks.

I've seen the connection here – people whine about gamesplayers being sad and lonely because they're Blur fans! It's got nothing to do with games at all! The whole image of the scene could be completely reversed if only we could encourage some respectable music tastes!

#### WHERE FANTASY MEETS REALITY

#### DEAR SSM,

You recently asked for fantasies linked to the Saturn and its games. Well mine goes something like this -

At the moment I'm a British soldier with IFOR in Bosnia and in my fantasy I'm taken to my Saturn's chips and BITs and given a challenge. If I complete it I get another two weeks leave pass home to the UK. The challenge starts on a train where all these baddies are shooting at me and I have to get them before they get me in a Virtua Cop sort of a way before I find a Stratos rally car of all things, of Sega Rally fame. From here I drive through the countryside at breakneck speed but with a twist - I'm being rammed and shot at by these baddies again but being the driving hotshot I am it's not long before I'm at my final destination - the Arena. Here I have to defeat one by one the characters of Virtua Fighter 2 before getting the prize. Unfortunately I've always had problems with Akira so it looks like I'm stuck here until the end of October!

Steven of Bosnia.

That sounds more disturbingly similar to your present reality, Steve. Hope you don't get shot.

## I'M A SKIVING SHIFTLESS IDLE GOOD-FOR-NOTHING

#### DEAR SSM

I've just taken a day off work to recover from a brilliant night out in Newcastle. My chosen recovery method was to set the Saturn up so I could play it in bed and drink loads of coffee.

Unfortunately I still feel terrible, but that's beside the point, which is that ANYONE

#### THANKS FOR NOTHING, CHRISSY-BOY

When NMS talked about SPROLYGONS they were trying to say that they were taking 2D sprites and 3D polygon based sprites and then making them look uniformly the same, so you (the player) could get a more detailed and clear game to get into. Chris Taylor, Treorchy, Rhondda, Mid-Glamorgan, Wales.

Yeah? So what? Since when did we ask your opinion?

#### **BUY A SATURN**

DEAR SSM I have been saving all my hard-earned pounds for a new games console. I already have a 486 DX4/100 PC but games need too much memory. So please could you

tell what games console is best? Nick Stores, Manchester

The Saturn. —

#### **HOW FAR CAN I FIT UP YOUR BACK PASSAGE?**

#### DEAR SSM

Your mag rules, the SSM team are ace and yes, I have to agree with Sam, Rich does look like Data out of Star Trek. I can just imagine him saying "Inexplicable Captain. The androids appear to have demoralised the hydrologic centro-meters" (er, no, but I do like the repeated use of the word 'intriguing' - Rich). Anyway, on with the letter. I would like to congratulate you. Not only do you provide a fantastic mag etc etc but your NIGHTS review was incredibly accurate. It does deserve all 96%. I, not ten minutes ago, completed this masterpiece of programming. The glitches with the game you thought are also correct. Yes, the game is too easy, but yes you will return not only to get an A in all the levels but also to see the cute Nightopians develop and grow. I still can't get over just how good NIGHTS really is. Oh, and incidentally, anyone struggling to get to the end: keep trying. The ending is most definitely worth it. Stuart Chapman, Hythe, Kent.

There you go readers, we're right again. God, we're fantastic. Someone should give us Knighthoods. Like the Queen, for instance.

WHAT YOU'VE BEEN TALKING ABOUT THIS MONTH

Guardian Heroes is ace! So is NIGHTS! The Action Replay isn't! Why is games packaging so crap? The man in EB chased me out of the shop!



As Bob Dylan was apt to point out, "the times, they are a-changing". And here at the humble Q+A folk quitar, new strings are being added and old ones retuned. Joining Mark Maslowicz in an Art Garfunkel sort of way, is our very own editor. Richard Leadbetter. He'll be covering any questions that are not Sega specific, using his vast memory capacities to prove that he is indeed 'The Master'. At least, a master to himself and the vagabond midgets he runs rackets with down Leather Lane Market. But that's another story. Anyway, send your questions to RICH OVER TROUBLED WATER, Q+A, SEGA SATURN MAGAZINE, 30-32 PRIORY COURT, FARRINGDON LANE, LONDON, EC1R 3AU.

#### NIGGLED

#### Dear SSM

I love your fantastic magazine almost as much as my Sega Saturn but I have a few niggling questions that have been, well, niggling

- 1 Will the Saturn be able to handle VE3 (All the sand/leaf/snow/office window effects) without it suffering from chronic slowdown or pixelation? (And don't say some crap like 'Yu Suzuki says so, who are we to argue') 2. Will the NiGHTS 3D controller be compatible with Tomb Raider?
- 3. Any news on Syndicate Wars and/or Mortal Kombat 4? 4. Will Hardcore 4x4 have a two-player split-screen

1. It won't be arcade perfect but will be better than most people's expectations. It's impossible to say yet if certain features will be possible until AM2 confirm it's definitely coming to Saturn and whether any form of cartridge will be used. 2. Don't think so. 3. Syndicate Wars is definitely Saturn-bound. No news on MK4 though, that's probably because it isn't even in the arcades vet. 4. Maybe.

#### NOT KEEN ON EXHUMED?!? (WHY NOT YOU FOOL) Dear SSM

As you're the COOLEST GAMES MAG around, please answer my questions to put my mind at rest. 1. Do the high capacity memory carts I have seen around invalidate my Saturn's warranty?

2. I want a Doom-style game, with lots of puzzles and mazes, Should I get Alien Trilogy or Doom (I'm not that keen on Exhumed)?

3. Are there any football management games coming out as I saw one called Football Manager in an advertising booklet I picked up? 4. Will the keyboard be released in conjunction with the modem and will there be any software packages for the keyboard (like a word proces-

Keith Ovanden, Gunthorpe, Peterborough.

1. Use Sega carts and be safe . 2. Of the three games mentioned, I would recommend Exhumed. I don't care if you're not keen on it - your



ed and, er, Doom is insatiable with you lot.

letter is dated before the game's release, ergo you haven't played it. Trust me: it's better than Trilogy, and more clever than Doom. 3. No current news, but it surely won't be long. 4 The keyboard will be available but software packages like a word processor are unlikely for now. More news early next year.

#### "BYE" TO SAM

#### Dear SSM

Hello again I've just returned from a week's holiday at Devon and I played on a load of arcades games down there such as: Sega Rally, Virtua Cop 2, VF2, Daytona and Manx TT. Wowl Also I'd just like to say "Bye" to Sam. We'll miss you. And also welcome to the helm Rich. Here are my questions

- 1. My parents absolutely loved playing Bug! and they found it very hard indeed. Will Bug Too! be difficult as
- 2. My next question is for Rich because I too am a big fan of Star Trek: TNG. I'd like to ask what he thought of Generations, especially the saucer crash.
- 3. My friend, Lee Bennett, is getting a Saturn soon and he loves driving games, beat 'em ups and first person perspective shooting games (like Doom). What would you recommend for him to buy?

That's all I have to say except thanks for printing my last letter. One final thing: will you please have the reviews as they were in Sega Magazine?

Chris Moore, Odsal, Bradford

1. Not quite as tough, but there will be many more levels. 2. Having watched the Laserdisc a few times now I still think it's a decent-enough film, but plotwise it does pale in comparison to some TNG episodes. The new film, First Contact, looks A-C-E though. The saucer crash was brilliant, although the trees looked a bit odd . 3. Simple. Sega Rally, Exhumed, VF2, Street Fighter Alpha 2, Fighting Vipers. And NiGHTS of course, which defies genre. We will have a new reviews style in time for the next issue. It will not be like Sega Magazine, but I don't think you'll be disappointed.

#### MEMORY UNIT FETISHIST

#### Dear SSM

I've got a couple of questions I'd like you to answer if you 1. Gameplay and Special Reserve both sell "high capacity

memory cards". They're twice the size of a normal cart and over 100 guid cheaper. What's the catch? 2. I was dead excited when I heard about your second demo CD coming out. However, I reckon that they should be more regular, say about once every three issues. How about it?

3. Will Treasure do a seguel to Guardian Heroes? 4. Why don't you do posters in your magazine?

5. Finally, I think you should put the amount of memory

required (in Saturn units) for each game in the info section of each review and in the Out Now sections

Stuart Chapman, Hythe, Kent

1. Buy an official one to be safe - there's more than enough memory than you'll ever need on there anyway. 2. The plan is indeed to do one every three months in future. It's better to do a few awesome disks than many crap ones. 3. No plans at present, they're working on an all-new Saturn project. 4. If it sold extra issues, we'd do it. Unfortunately our past experience is that sales don't radically increase. In effect, we're flushing our money down the latrine. s. Would it really affect your decision to buy a game? I didn't think so.

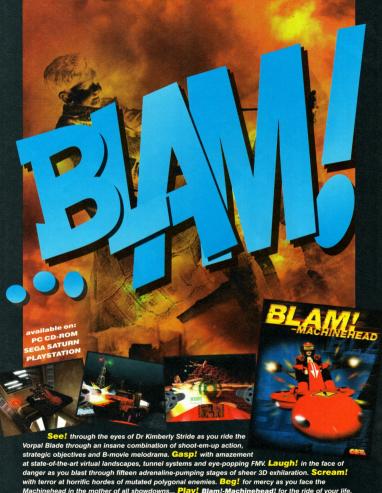


#### HOURS OF PLEASURE

- I have some questions for your Q+A section. I would be very grateful if you could answer them.
- 1. Sega Rally is a fantastic title and it has given me hours of pleasure, but the limited tracks shorten the lastability. I know public demand is high, so is there any chance of a
- 2. Could you settle the ongoing and totally boring dispute between Saturn and PlayStation owners. Which is the better machine and why? 3. Do Sega have plans to release popular arcade title Indy
- 4. Die Hard Trilogy was advertised months ago where
- Thanks for a magazine that is not only informative and interesting but is not full of adverts and is written in such a way that your older readers can appreciate it as well as the younger readers.

#### Martyn Parry, Erith, Kent.

1. The new Daytona should satisfy all driving game fans. There may be a Rally sequel eventually. 2. Ooh what a question. For me it's not about hardware but the games and with stuff like VF2 and Sega Rally I'd pick the Saturn every time, 3 Daytona CCE took priority over it, but it might appear eventually. 4. It should be cropping up in the next month or two.



with terror at horrific hordes of mutated polygonal enemies. Beg! for mercy as you face the Machinehead in the mother of all showdowns... Play! Blam!-Machinehead! for the ride of your life.







SEGA SATURN

# SHOWCASE 🥟



he next step for the Street Fighter series I think, would be to incorporate all of the characters into a multi-nation soap opera. You could call it

and Ryu would play the Mitchell broth

styles qualifies him as the classic Rovers Return barmaid Bet Gilroy, and how about Zangief as that most celebrated of extras, Big Ron.



# ALL-NEW GAMEPLAY ADDITIONS

Although Street Fighter Alpha 2 benefits from all-new graphics and remixes of the old tunes (plus some new ones), the real revelation in the game is in the playability, which benefits from several key additions.

### 1. Enhanced Alpha Counters

per character in Alpha). Basically this comes down to a high or low counter. This gives you more control and means that counters are far more likely to hit home in the sequel, providing you choose the right one.



Ryu's low sweep Alpha Counter in motion



### 2. Custom Combinations

This is the big new addition to Street Fighter. Charge up your Super Combo energy meter and unleash a Custom Combo. You fighter is surrounded by purple after-shadows and becomes super-fast. You can now buffer in as many moves and spe-



Gen's fast enough as it is but when the Custom Combo kicks in, he's lethal!



special moves have no recovery time.

# 3. More Options

Capcom can see the distinction between home games and arcade ones. Obviously, for the home, more lastability is required. After all, you have paid £50 for lifetime rights to the game as opposed to 50p for a minutes-scaled experience. So, what do you get? For starters you get the complete encyclopaedia of Street Fighter Alpha

Of more relevance to the game is the Training Mode, allowing you to practice your combos as well as a Survival Mode that puts you in a pitched battle against



# **JUSTIFY YOUR SEQUEL!**

he world know the 'secret of the sequel' - it can't be exactly the same as before. Of course, many of them only offer this a cursory nod and then try and rip off Joe Public by generally ignoring the rule. But Capcom are a bit smarter than that, and they realise you've got to make your sequels that bit different. The extent to which this rule applies

sweep under the carpet for now. Anyway, here's what's new with the Alpha 2 characters:







ha veteran Birdie suffers a close ra Hadoken fireball onslaught from Sakura!

| RE-KILLING TEGNNIQUES |                                  |
|-----------------------|----------------------------------|
| ives Punch            | ♥△♥ followed by any Punch Button |
| kura Punch            | ♥♥☆ followed by any Punch Button |
|                       |                                  |

| Vacuum Punch      | ♥☆♥♥☆♥ with any Kick Button |
|-------------------|-----------------------------|
| Spring One Season | ♥☆♥♥♥ with any Kick Button  |
| 0-0-1-0-1         | DAGEA W. B. LEW             |





DUNCH SUN KICK GREEN TWO PUNCHES RED TWO KICKS DARK GREY TAUNT SOME GIGGLING FOLLOWED BY ACCUSATIVE POINT AT HER OPPONENT

ugh similar in Special Moves to Rvu. Sakura has her fair share of new techniques

This underwear-flashing technique is Sakura's answer to Ryu's hurricane kick.

A close-range mega fireball produces some spectacula



Two fighters from Street Fighter Alpha that return in the sequel - that's Adon and Birdie by the way.



Chun-Li in her Alpha costume, which actually first made an appearance in the end sequence for Chunners in Super Street
Fighter 2 (when you chose to make her a full-time detective!).









These pics surrounding this otion show that all of the old Alpha characters are back in the sequel. We haven't covered them in much depth here since we're ming that you've played the first Alpha game. If you haven't, more fool you. Because it has ACE!

# SHOWCASE 🥟

Yoga Fire ♥ △ 中 with any Punch Button Yoga Flame ♥ △ ♥ ♥ with any Punch Button ♥♥☆ or ♥♥☆ with all Kicks or all Punch Buttons Yoga Teleport D O O O o with any Kick Button Vada Riget

♥☆♥♥☆♥ with any Kick Button Yoga Strike ♥☆♥♥☆♥ with any Punch Button







The Yoga Blast is a high Yoga Flame alternative used to take out jumping attackers.



Ken moves out of range of the traditional Yoga

DHALSIM: Conspicuous by his absence in Street Fighter Alpha,

opponent into an attack and then exploit them at their most vulnerable. Another new feature for the

delay on his Yoga fire. His full potential remains unknown, but he's bound to be most powerful.



RACKGROUND NOW MID-BOSS ZANGEF END.ROSS V SISSN cor our

> PUNCH BROWN KNOK DELIBER E TWO PUNCHES DARK BROWN TWO KICKS GREY TAUNT AFTER CROSSING HIS LEGS, HE FLOATS INTO THE AIR AND LAUGHS

CRANE TECHNIQUES Leg Thrust ♥♥☆ with any Kick Button Bang at those Punch Buttons repeatedly ndred Fist Strike ♥십호♥십호 with any Punch Button **Lunging Rapture** ○□□□□□ with any Punch Button DeathPoint Strike

Rolling Palm Strike Charge 🗘 then 🗘 followed by any Punch Button Charge ♥ then ☆ followed by any Kick Button
During 1. press ♥ off the wall Vertical Drill

Rising Leg Throw ♥△♥♥△♥ followed by any Kick Button ♥♥♥♥♥ with any Kick Button **Bouncing Foot Charge** 





MID.ROSS CHIMAI END-BOSS AKUMA COLOUR-PUNCH PURPLE KICK BEISE-BROWN TWO PUNCHES RED TWO KICKS BLACK

TAUNT HE BECKONS TO HIS OPPONENT IN









# SECRET CHARACTER MYSTERIES

Street Fighter Alpha 2. The most notorious is definitely Evil Ryu - a version of the game's central hero who has learned some of Akuma's most powerful moves. Other secrets are the Street Fighter 2 Turbo versions of Chun-Li, Dhalsim and Zangief. A hidden version of Gouki/Akuma is also included. So the question is, are these characters in the Saturn conversion?

The answer, surprisingly, is YES! The Saturn version scores over the slightly inferior PlayStation game by including all of these secrets and also has extra features, better speed and more animation than the Sony game. So, two-fingered salutes, howls of "nyah nyah" and other childish behaviour should be levelled at Sony owners by order of Sonic.

### EVIL RYU... THE ULTIMATE EXPRESSION OF EVIL

For years, Akuma has been shadowing Ryu's every move, occasionally jumping in to challenge him in battle. The reason behind the evil one's interest becomes clear: should Ryu succumb to the same power as Akuma, he is transformed into the deadliest fighter ever seen

How to get him: At the character selection screen, highlight Ryu, then press and hold down start. Move to Adon, Akuma, Adon, then back to Ryu, Press any button





### ORIGINAL CHUN-LL... IN HER OLD GEAR!

Let's face facts: old Chunners just hasn't been the same since she's ditched her traditional Chinese costume and opted for the girl-investigators' threads. This special mode puts her back in the old gear, loses her Super Combos and changes one of her moves slightly.

How to get her: At the character selection screen, highlight Chun-Li, then hold down the Start Button for about five secs, then press any button.



Look at all of these brilliant hidden characters! Many of them aren't in the PlayStation version of game. That's good for us then eh?

### SHIN GOUKI: HE'S TOTALLY MAD

So, Evil Ryu is the most powerful character in Street Fighter Alpha 2? Well, yes. Until you find out how to access Shin Gouki - a super-powered version of Akuma! Resilient to damage and packed to the eveballs with powerful moves such as multiple air fireballs, Shin Gouki really is Power Made Flesh!

How to get him: Highlight Akuma and then press start button and hold it down then press: Down, Down, Right, Down, Right, Down, Down, Down, Left, Down, Left, Down, then hold down Start and press any button.





### TURBO DHALSIM... NOT THAT GOOD!

That new Dhalsim eh? He looks a bit good in all of his anime finery and well he might - after all, this is Street Fighter Alpha 2. But listen... don't you hanker for the old, different style Dhalsim, the one without all the fancy new moves? No? Well, you



get him any way with this code.

How to get him: At the character selection screen, highlight Dhalsim then press and hold start. Move to Zangief, Sagat, Nash, then back to Dhalsim. Press any button.

### OLD ZANGIEF... ALL RIGHT FOR COMEDY VALUE!

The old Zangief was kind of like the fat boy at school: large, hulking, a tad repellent. But get to know him a bit, spend a bit of time with him and you might actually start liking him. Or maybe not. Still this is the code you need to access the Roland Browning of the Street Fighter Universe.

How to get him: At the character selection screen, highlight Zangief, then press and hold start. Move to Sagat, Sodom, Rose, Birdie, Nash, Dhalsim, Ryu, Adon, Chun-Li, Guy, Ken, then back to Zangief. Now press any button.





## AND THERE'S MORE... BUT WE AREN'T TELLING

Extra cheat modes in Alpha 2 initiate an autofire mode as well as an infinite custom combo, allowing you to perform 500 hit combos when used in concert! How do you do this? Well, we aren't telling for now.



One of the hidden bits not revealed; how to get a 99 hit combo with Zangief!

# SHOWCASE 🥟

DAM: Dan was one of the three hidden characters in Street Fighter Alpha, and a bit of a disappointment too. Unlike M Bison and Akuma, his range of moves and their potency left a lot to be desired. Unfortunately he snot really any better in this sequel. In fact, as far as some of his moves go he's worse. Most notable are his weaker jump attacks and weaker Gale Kick. Just about the only new ability Dan has acquired since he was last seen is the ability to taunt indefinitely. Oh well.





| tylistic Fist                | □    □    □    □    □    □    □      |
|------------------------------|--------------------------------------|
| ining Dragon Fist            | □ □ □ with any Punch Button          |
| le Kick                      | ♥♥♥ with any Kick Button             |
| olling Taunt                 | □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□ |
| UPER COMBOS                  |                                      |
| ky-Shaking Stylistic Fist    | ♥☆♥♥☆♥ and any Punch Button          |
| Shining Dragon Raging Fist   | ♥☆♥♥☆ with any Kick Button           |
| Winning Villainous Fist Fury | ◆☆◆◆☆☆ with any Kick Button          |

A7500 S1

AKUMA: Akuma was a secret character in Street Fighter Alpha, and is the pupil of Gen, the rough looking old master who appeared in the original Street Fighter. He is famous for his Instant Hellish Death Strike which is the most powerful move in the entire game, alongoide Zangler's Sprining Pile Driver. Akuma still uses attacks like his aerial fireball Calthough this travels at a sharper angle than In used to), and the Ryu style dragon punch (although, here again, this move is now no longer totally invincible). You'll also notice that Akuma has decided to fit himself out in a spanking new white suit.



## AKUMA PERSONAL DETAILS

BACKGROUND JAPAN MID-BOSS RYU END-BOSS GEN

COLOUR: PUNCH BLACK

KICK RED
TWO PUNCHES BLUE
TWO KICKS WHITE
TAUNT THE OLD "STOMP ON THE GROUND



DAN
PERSONAL DETAILS

BACKGROUND HONE KING
BANG-BOSS SIV
END-BOSS SIGHT
COLOUR:
PUNCH PINK
KICKG GREEN
TWO PUNCHES DIBANGE
TWO KINGS SIELDW
TAUNT I SANSTER HERROD-EQUE
BANGS AND SINGSONE AND SINGSONE





The Instant Hellish Death Strike produces the awesome symbol finish (above left) and





| Mighty Wave Fist          | → △ □ □ with any Punch Button              |
|---------------------------|--|
| Scorching Wave Fist       | □ ☆ ♥ ☆ ◆ with any Punch Button            |
| Mighty Rising Dragon Fist |  |
| Air Wave Fist             | Jump, then ♥☆♥ with any Punch Button       |
| OverHead                  | plus Middle Punch Button                   |
| Dive Kick                 | Jump, then ♥ with Middle Kick Button       |
| Bushido Leap              | ♥☆♥♥ with any Punch or indeed Kick Button  |
| Teleport                  | ♥♥♥ or ♥♥♥ with all three Punch or Kick Bu |
| SUPER COMBOS              |  |

Destructive Mighty Wave Fist ローターターターターターターターターをWith any Punch Button
Destructive Mighty Dezgon Fist ローターターターター with any Kick Button
Demon Mighty Sky Cleaver Jump, then ローターターター with any Punch Button
Instant Hellish Death Strike Low Punch, (Dw Punch, Punch High Punch

ttons

ZANGIEF: Like Dhalsim, Zangief seemed to take some time out, but in Zangief's super moves that we see some new attacks. He has a mid-air throw known as the Aerial Russian slam and a Final Atomic buster whi



The Spinning Pile Driver in full effer





| SURE -KILLING TECHNIQUES |  |
|--------------------------|--|
| Banishing Punch          | □    □    □    □    □    □    □  |
| Double Lariat            | All three Kick Buttons pressed together  |
| Spinning Clothesline     | All three Punch Buttons pressed together   |
| Spinning Piledriver      | Spin pad 360 degrees then press any Punch Button   |
| Power Bomb               | Spin pad 360 degrees then press any Kick Button  |
| CHOED COMBOS             | A SPECIAL PROPERTY OF THE PARTY |

Final Atomic Buster Spin pad 720degrees then press any Punch Button ♥♥♥♥♥ with any Punch Button

93

The new look Zanglef in the Alpha anime style. His Ba Punch fireball style attack produces the above fire-fist. It looks good, yes?

# ZANGIEF PERSONAL DETAILS

BACKGROUND RUSSIA MID.ROSS BIDDE END-BOSS KEN COLOUR

> KICK BLACK TWO PUNCHES RUE TWO KICKS YELLOW TAUNT ZANGIEF FLEXES HIS NOT INCO SIDERARI E MUSCUI ATURE



ROLENTO: You might be forgiven for thinking that Rolento is an entirely new char games might recognise him as the level four boss in the original Final Fight coin-op (and also as a conversion on the Mega-CD). His background is actually the moving cage lift that the Final Fight chums had to take to his lair. With a useful piece of piping in his hands, Rolento does a formidable twirling attack, although the recovrolling attack which involves multiple hits and a Vega-esque off-the-wall attack. As far as his supers go, Rolento makes use of his grenades which explode on oppo-nents not sharp enough to block them.





wall, followed by a smack to the chops. A stock-in-





nt of Fei Long's Rekka Ken move from Super Street thter, Rolento's batons can inflict many, many hits.





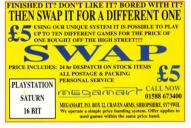


PERSONAL DETAILS MID-BOSS SOCON END-BOSS GUY COLOUR: PUNCH YELLOW KICK OSSY TWO PUNCHES RED TWO KICKS GREEN TAUNT IN CONTEMPT, HE THROWS A DUD

| JRE -KILLING TECHNIQUES |  |
|-------------------------|--|
| pe Twirl                | □    □    □    □    □    □    □                |
| inger                   | ♦ 🗗 🖸 plus any Kick Button and any Kick again  |
| econdel Attack          | ♥♥♥ plus any Punch Button and any Punch again  |
| econdel Air Raid        | Press all Punch Buttons plus Punch again       |
| sing Upper Combo        | ♥♥ with any Kick followed by any Punch or Kick |
| JPER COMBOS             |  |
| ine Sweeper             | ♥♥♥♥♥♥ with any Punch Button                   |
|                         |  |

♥☆♥♥☆♥ with any Kick Button





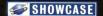




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HACKS/TIPS/CHEATS/CODES
WIN AT CONSOLE GAMES

WITH THE



# THESANDANCO

AM2. 3D. Two people brawling. Combine all three aspects of this and you have Fighting Vipers - the latest dynamic project to issue forth from the labs of the . This month, we conclude our character-specific action on this there's more in the next issue!

he second (and concluding) part of our Fighting Vipers coverage begins on this page! If you missed last month's instalment, you rather foolishly passed up on full-on action concerning Bahn, Candy, Jane and Grace. This issue, we follow up with moves lists for Tokio, Raxel, Picky and Sanman perhaps the four most dynamic characters in the game! In addition, we reveal some of the secrets behind Fighting Vipers. We show

off all of the different permutations of young Candy, including the special Virtua Fighter 3 costume! Let there be no doubt about the incredible nature of this conversion - although Virtua Fighter 2 is probably better in some regards, this translation of the arcade original is uncanny. That's why we gave it a highly decent on% in the last issue Still, enough of this foolishness - on with the full-on coverage you've come to

expect! Plus: expect more revelations about this stunning game in the next issue of SEGA SATURN MAGAZINE







Sanman is possessed of some incredible throwing combos (above). Powering up the bum-first power counter against a prepared



N ext to nothing is known about Sanman - no-one knows when he arrived in Arm Stone, no-one knows why he is here and his connection to old area of the town remains a mystery. Even his real name is a secret only known to Sanman himself. He has no friends and no known family. Arm Stone residents have seen Sanman drive a specially converted, large scooter around town and have noted his fixation with the numeral "3". People stay well clear of Sanman owing to his belief that fighting is the only form of expression open to him. Let there be no doubt - Sanman is one of the deadliest combatants in the game, with a range of techniques similar to Wolf and Jeffry from Virtua Fighter (in terms of throws at least), Although bulky, Sanman is not fat everything you see is muscle, which makes him the premiere heavy hitter in Fighting Vipers when this power is combined with his many and varied throwing techniques.









... Power counter. Here, it decks Picky...





# METH











# That's Sanman for you

| Elbow Smash             | D D P        | Н      |     |
|-------------------------|--------------|--------|-----|
|                         | -            |        |     |
| TECHNIQUE (COUNTER MOVE | S) METHOD    | EFFECT | 191 |
| Block Bomber            | ΦK           | H      |     |
| Combo Block Bomber      | PPK          | ннн    |     |
|                         |              |        |     |
| TECHNIQUE (DOWNED OPPON | IENT) METHOD | EFFECT |     |
| Raiden Drop             | ₽            | Down   |     |
| Shiko Quake             | ₽K           | Down   |     |
|                         |              |        |     |











| TECHNIQUE (STANDING)    | METHOD            | EFFECT   |
|-------------------------|-------------------|--|
| 1-2 Punch               | PP                | HH   |
| 1-2 Hammer              | PPP               | HHH Down   |
| Jab Uppercut            | P∆P               | нм   |
| Jab Upper & Kick        | P☆PK              | HMM  |
| Punch & Kick            | PK                | HH   |
| Uppercut                | ΔP                | M  |
| Double Upper            | △PP               | MM   |
| Chop                    |                   | M  |
| Double Chop             | Ф₽PP              | MM   |
| Triple Chop             | ⇔PPP              | MMM  |
| Generator (♥)           | ₽PP               | HH   |
| Generator (△)           | □PPP              | ннн  |
| Generator (♦)           | ⇔PPPP             | нини   |
| Generater Punch         | <b>⇔РРРРР</b>     | нинин  |
| Body Press              | Any move +P       | M  |
| Reverse Sledge Hammer   | △P+G              | M Down   |
| Leg Through             | - K+G             | L Down   |
| Peach Bomber            | P+K+G             | M  |
| Double Peach Bomber     | P+K+GP+K+G        | MM   |
| Hammer Down             | - P+K+G           | M  |
| Double Hammer Down      | ⊕P+K+G⊕P          | MM   |
| Hammer & Reverse Sledge | ⊕P+K+G⊕P+G        | MM   |
| Sanman Flash            | D D D D P + K + G | M Take off Armor   |
|                         |                   | The second secon |

| Hammer & Reverse Sledge | ⊕P+K+G⊕P+G        | MM   |
|-------------------------|-------------------|--|
| Sanman Flash            | D D D D P+K+G     | M Take off Armor   |
|                         |                   |  |
| TECHNIQUE (THROWS)      | METHOD            | EFFECT   |
| Sanman Nice Can         | P+G               | Throw  |
| Giant Swing             | DD O O O P        | Throw  |
| Neck Hanging Tree       | DadodP+6          | Throw  |
| Triple Neck Hang        | PGGGGGP+GGGP+G    | Throw  |
| Sanman Typhoon          | DadodP+GDaP+G     |  |
|                         | then 360 P+G      | Throw  |
| Bear Hug                | D ← P+G           | Throw  |
| Bear Hug & Press        | D ← P+G ← D ← P+G | Throw  |
| Canadian Back Breaker   | D ←P+K+G          | Throw  |
| Pile Driver             | ⊴⊴P+6             | Crouch & Slam  |
| Super Power Bomb        | (Wall)♥Ф♥P+G      | Throw  |
| Iron Claw               | (Wall)☆ or ♥ P+G  | Crouch & Slam  |
| Giant Swing             | \$\$\$\$\$P       | Grab & Throw Footside  |
| Double Neck Hang        | ₽ФP+G             | Grab & Throw Headside  |
| Back Drop               | (Back)P+G         | Throw  |
|                         |                   | THE RESERVE OF THE PARTY OF THE |





something of a style warrior.



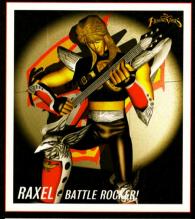
Raxel begins a throw...



ich sends the Vasquezlookalike into the fence!



A montage of Raxel-inflicted violence, ranging from throws to guitar strikes!



Age 19 • Sex Male • Height 177cm • Weight 55 kg Speciality Guitar Attack . Stage The City Tower

rom his outlandish appearance, it's clear that Raxel is the rock musi-cian of the Fighting Vipers tournament. However, this guy takes his violence as seriously as his hard rock - he has borrowed some techniques from the world class fighter Jacky Bryant, but aims to incur extra damage by using his guitar as a weapon. Raxel's life has been one of rebellion. Following an altercation with his father at an early age, he dropped out of High School and became lead singer/guitarist with the anarchistic heavy metal band Death Crunch. He is out to promote both his band and his own name, and sees the Fighting Vipers tournament as a means to this. Due to the somewhat familiar nature of his attacks, Raxel is a good choice for seasoned Virtua Fighter players who are new to Fighting Vipers.



The K+G kicks is a great floating strike...

In this little sequence, Raxel demonstrates the

vicious nature of his attacks on downed foes.



... Raxel uses the P p guitar strike...



Jane's down for the count, so Raxel begins with a OP single guitar strike!



on her way down! A simple, easy combo...



But if they are going to be spending some time on the ground, use the ♥ ♥ P power strike!



... Now Candy is at his mercy! Ahahahaha!



Or if time is limited and you want some extra damage for nowt, use the OK kick. Lovely.

# SHOWCASE 🥯



3 🛮





M Float

M Take off Armor

| 1 (SANITON SS (SALITON))                  | 2 9  |
|---|--|
|   | TO THE PARTY OF TH |
| All marks                                 |  |
|   | * (  |
|   |  |
| From the moves list you'll see that Raxel | can chain the 🗅 K into a punch and then  |

| 3          | •            | Ciminas     | Š   |
|------------|--------------|-------------|-----|
|            | 200          |             |     |
|            |              |             |     |
| ~          | 4            | 1           | 500 |
|            |              |             |     |
| Into a rou | dhouse kick, | which decks | ed. |



| 1-2 Punch              | PP             | HH       |       |
|------------------------|----------------|----------|-------|
| Punch Combo            | PPP            | нин      |       |
| Punch & Kick           | PK             | HH       | 21/10 |
| Uppercut               | △P             | M        | 200   |
| Double Upper           | △PP            | MM       |       |
| Elbow                  | □P             | M        |       |
| Elbow & Punch          | □PP            | MM       |       |
| Light Hand             | □PPP           | MMH      |       |
| Elbow Side-Kick        | ₽PK            | MM       |       |
| Elbow Side-K & Knuckle | ₽PKP           | MMH      |       |
| Elbow Death Spin Kick  | ⇒PKP K+G       | ммнн     |       |
| Elbow Low Death Spin   | □ PKP □ K+G    | MMHL     |       |
| Double Spin Kick       | KK             | HM       |       |
| Rising Spin Kick       | (Grouch)K      | M        |       |
| Side-Kick              | ©K             | M        |       |
| Side Kick Knuckle      | ΩKP            | MH       |       |
|                        | A. W. C. W. C. | NATION . |       |

**△KP ▽K+G** 

K+G

⊕K+G

**Low Death Spin Combo** Dash Hammer Kick Somersault Kick Vertical Kick

Sliding Kick

|                            | LIST THE REAL PROPERTY. |
|----------------------------|-------------------------|
| TECHNIQUE (ARMOUR BREAKER) | METHOD                  |
| Guitar Thrust              | <b>₽₽P</b>              |
| Guitar Swing               | ∆ ∆P                    |
|                            | A-A-BB                  |

| ito a i ociliciouse kiek, willen ut | The second second | 1 2 3  |
|-------------------------------------|-------------------|--------|
| CHNIQUE (ARMOUR BREAKER)            | METHOD            | EFFECT |
| itar Thrust                         | □ □ □ P           | H      |
| itar Swing                          | ∆ ∆P              | H      |
| itar Swing Down                     | ∆ △PP             | H      |
| ath Spin Kick                       | ©K+G              | H      |
| puble Death Spin                    | ΦK+GΦΦΦK          | НН     |
| iple Death Spin                     | ₽K+G₽Q₽K₽Q₽K      | нин    |
|                                     | 10.1              |        |
| CHNIQUE (COUNTER MOVES)             | METHOD            | EFFECT |
| ock Baster                          | ⇔K .              | H      |
| iard & Uppercut                     | ☼P                | H      |
| ombo Block Baster                   | PPK               | ннн    |
|                                     |                   |        |
| CHNIQUE (WHEN BUNNING)              | METHOD            | EFFECT |

(Dash)P

| Sliding Kick       | (Dash)√ |
|--------------------|---------|
|                    |         |
| TECHNIQUE (THROWS) | METHOD  |
| Wall Throw         | P+G     |
| Neck Fold          | ФФ P+6  |
| Neck Throw         | DD P+6  |
|                    |         |

**Dashing Straight** 

Shoulder Tackle

Stepping on

**Guitar Crash Double Handed Guitar** 

| (Dash)K        | M       |
|----------------|---------|
| (Dash) ♥ or ♠K | Landing |
|                |         |
| METHOD         | EFFECT  |
| P+G            | Throw   |
| ФФ P+6         | Throw   |
| DD P+G         | Throw   |
| ⊕ ⊕ P+G        | Throw   |
| (Rack)P+G      | Throw   |

Down

Down

| Å             |     | 57 |     |        |
|---------------|-----|----|-----|--------|
| , M. JENYZGEL |     |    |     | TMPAR, |
|               |     |    | 350 |        |
|               | - A | 4  |     |        |
|               |     | 77 |     | 1      |



acky Bryant from Virtua Fighter and not without of for floating attacks (above) isn't as good.



# SHOWCASE O



Picky, in his "away strip" secures another victory.



against Jane here







The level of detail included in Fighting Vipers is quite exem-plary. Not only are there the fighters with armour, but there's

ooks for each oncethe armour has gone.





Age 14 ● Sex Male ● Height 162 cm ● Weight 50 kg Speciality Skateboard attack • Stage The UFO Dine

he youngest participant in the Fighting Vipers tournament. Picky is not The youngest participant in the regions recommendation of really associated with the urban violence that is plaguing Arm Stone City. Owing to his tender years, Picky still attends the local Junior High School, where he has spent

many hours perfecting his skateboard techniques. Initially, he took up the board in order to impress a potential sirifriend - Catherine. However, he soon discovered that the agility, balance and strength required in his spectacular skateboarding techniques could easily be adapted for fighting purposes. A small, fast and dexterous character (watch him duck between the legs of his opponents!), he uses his skateboard for the basis of a great deal of his fighting attacks - the Board Slap in particular being one of his most powerful techniques.



of the wall. As seen here as...



strikes at his opponent. Impressive.



between their legs...



And it's possible to immediately foll with a "horse kick" backwards





... Have some decent, damaging attacks.



... Surround each of th



Desnatching Honey in style!



Grace counters a horrific Picky onslaught!





| TECHNIQUE (STANDING) | METHOD            | EFFECT        |
|----------------------|-------------------|---------------|
| 1-2 Punch            | PP                | HH            |
| 1-2 Side Kick        | PPK               | ннм           |
| Combo Toe Kick Hi    | PP⊕KK             | нимн          |
| Combo Upper Spin     | PP⇔PK             | нимн          |
| Combo Knee Kick      | PP⇔KK             | HHMM          |
| Board Bash           | PPP               | нин           |
| Punch Side Kick      | PK                | HM            |
| Punch Low Kick       | P⊕K               | HL            |
| Crouch Jab & kick    | ₽PK               | ш             |
| Uppercut             | △P                | M Float       |
| Upper Hi-Spin        | ₽K                | MH Float      |
| Knee Kick High       | KK                | MH            |
| Toe Kick             | ₽ĸ                | M             |
| Toe Kick High        | ₽KK               | MH            |
| Middle Kick          | ₽K                | M             |
| Heel Attack          | ⊕⊕K               | MM            |
| Knee Kick            | K+G               | M             |
| Rising Knee          | (Crouch)⇔K+G      | M Float       |
| Picky Flash          | DODOP+K+G         | M Lose Armour |
| Rocket Dive          | (Back to Wall)☆KK | M             |
| Wall Climing         | (Wall, Air) ☆ ☆ P | (Move)        |

| TECHNIQUE (ARMOUR BREAKER) | METHUD           | EFFEUI                |
|----------------------------|------------------|-----------------------|
| Board Slap                 | ФФФ P            | H                     |
| Jumping Heel Drop          | (Top of Wall) ⊕P | L                     |
|                            |                  | STATE OF THE STATE OF |
| TECHNIQUE (COUNTER MOVES)  | METHOD           | EFFECT                |
| Block Knee                 | ФК               | H                     |
| Sway Uppercut              | <b>⇔P</b>        | H                     |
|                            |                  |                       |
| TECHNIQUE (WHEN RUNNING)   | METHOD           | EFFECT                |
| Dash Board                 | (Dash)P          | M                     |
| Shoulder Tackle            | (Dash)P+G        | M                     |
| Dash Air                   | (Dash)P+K+G      | M                     |
| Dash Knee                  | (Dash)K          | M                     |
| Sliding Kick               | (Dash) ♥ or △K   | L                     |
|                            |                  |                       |
| TECHNIQUE (THROWS)         | METHOD           | EFFECT                |
| Wall Throw                 | P+6              | Throw                 |
|                            |                  |                       |

| TECHNIQUE (DOWNED OPPONENT)  | METHOD                        | EFFECT                   |
|--|-------------------------------|--------------------------|
| Diving   | ⊕P                            | Down                     |
| Board Stamp  | OP.                           | Down                     |
| Triple Stamp   | <b>⇔KKK</b>                   | Down                     |
| TO REAL PROPERTY OF THE PARTY O | AL STATE OF STATE OF STATE OF | ATTENDED TO THE PARTY OF |

OP+K+G OK

(Wall)⟨□□ K

(Air) P+K+G

(Air) P+K+G

Break Defence Break Defence

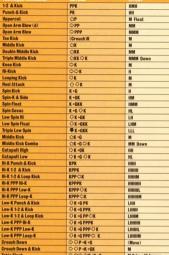
Throw

Air Grab

Air Grab

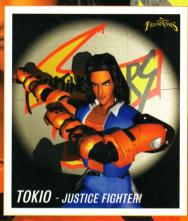
Break Defence & Attack











Age 16 • Sex Male • Height 174cm • Weight 65kg Speciality Spin Kick Combo • Stage The Arm Stone Airport

Having been raised as the son of a Kabuki actor, Tokio is used to hard times. This led him to taking up gang membership of the feared Black

Thunder gang two years ago. Having successfully led the gang to leadership of Arm Stone City, Tokio quit after his actions as leader led to the tragic death of a junior gang member. Now he prefers to think of himself as a lone wolf, and possesses the skills to beat off all comers. Tokio is currently the favourite Viper in Japan, owing to his initial resemblance to Virtua Fighter 1 favourite, Lau Chan. Just like Lau he is capable of some incredible multiple-hit combinations, although their execution in Fighting Vipers is different enough to increase interest in him still further. His kick-guard button combinations can be adapted to suit the player and unpredictability here is the key - he can attack at any level whenever he pleases. If you liked the combo system in Virtua Fighter 2, Tokio takes it to a new plateau of greatness.













... Involves a punch into an



nst his counterpart on the Armstone Airport stage



flipping, Tokio is something of



in playing style, Bahn is sent flying towards the fence.



gious chest as Tokio sends her flying towards the wire surround. That;s no way to treat a lady etcetera etcetera...



regard as Sanman or Raxel, Some players ght think him cheap thanks to these irritat ing throws and constant combinations. And they could well be right too









ch can be followed up with the kick...

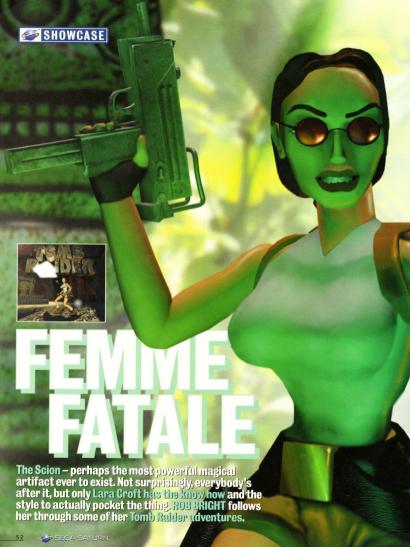






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he truth can finally be revealed; Lara Croft is a toff! That's right! Her old man is Lord Henshingly Croft, Arch-Toff of Guffaw Manor, or something like that, Anyway, after attending finishing school where she majored in 'The Exploitation of the Poor and How to do it' she decided she needed a break, But where to go? Monaco? The apartment in Vienna? Or maybe just knock about in Knightsbridge for a while spending lots of money and sitting in pretentious cafes? Oh the stress! Oh the agony of choice!

After a visit to her Personal Psychological Development Manager, she decided to take a holiday at a remote ski resort that caters for the toff end of the market. Not like Bulgaria where you might go on a school trip. As it turned out, the choice was a bit of a disastrous one. On her way back, refreshed by the mountain air and looking forward to a life of easy leisure, her plane crashed killing everyone but her lucky self. Stumbling out of the wreckage, Lara finds herself isolated in hostile territory - the kind of place where they don't accept visa cards and have no respect for the upper echelons of British society. Caught in this quandary, Lara does the only thing she can do and goes native. After a brief period spent drinking muddy water and existing on a diet of grubs and maggots, our heroine discovers that she actually quite enjoys living like a poor savage type, and decides to begin an exploration of her mysterious surroundings. Over the next few years she learns to forget the chauffeur driven limousines and the champagne breakfasts, and diverts her thoughts from shopping by taking up archaeology. And being the phenomenally jammy soul she is, she turns out to be a dab hand at it, discovering artifacts like the holy grail with a casual abandon. Naturally her reputation spreads, and soon she's adventuring for antiquities across the globe. Her latest mission is commissioned by a mysterious organisation that want her to retrieve something known as 'the Scion'. With only a couple of pistols and a plumb in the mouth accent to protect her. Lara moves through the leftovers of four ancient civilisations, danger awaiting her at every turn. Well, not every turn but lots of them all the same.

This is where you, the plucky player, comes in, There's a vast range of commands at your disposal which cause Lara to run, jump, climb, side-step, jump backwards, grab ledges, roll, shoot, swim - just about everything really. It's a good job she's the athletic type as well, because there's lots of rough terrain and a motley crew of enemies out to get her, everything from wolves to crocodiles, giant moles to good ole' human beings. There are four worlds in all, each of which is split into levels where there are a number of tasks, some of which are puzzle based, some of which require extensive exploration, and some where the priority is shooting down your foes. Cutscenes pop up now and then to fill out the plot, and the mystery grows thicker as you progress. But just what is the deal with this Scion thing? Hmmm, you'll just have to find out for yourself games chums.

Tomb Raider is reviewed on page 66.

Here we see the great Lara Croft posing outside her very posh mansion. But who'd have

thought that a girl brought up to be a lady could end up on a bike wielding a gun eh?



# BACK TO MY PLACE?

Because Lara is one of those high maintenance characters, getting used to the moves available can take a bit of time. Fortunately, you get the chance to practice your skills when Lara invites you back to her mansion to hone some of her skills. This involves moving from room to room, practising your jumps and rolls with the help of vaults and mats, and then taking a quick dip in the swimming pool. As you move about the place, Lara gives instructions which tell you precisely how to execute a move perfectly. If your playing is a bit rusty it's always worth popping to this practice mode to get you back on form



















From wire frames to characters in games! These pictures show you the ingenio methods that Core employed to mak thing in the game look absolutely to was painstaking but boy, was it wort



(Above) This is the entrance to the garden in



the City level. You'd better have your weapons at the ready because there's an age in there.

# PLAY IT AGAIN CORE

They're a shrewd bunch at Core. Maybe it's something about the Derbyshire air. Or maybe they just know their games. You see, they realise that with a game like Tomb Raider, gamers would be inclined to leave it on the shelf once they finish it (no easy task in itself). So when you do finally get through all those puzzles, enemies and levels, the game gives you the option to play in Action mode. This basically does away with the puzzle stuff and turns the game into a full-on shoot 'em up. The enemies even regenerate meaning you can practically play it endlessly! Nice one Core.



Reptiles stalk the Valley level, and some of them aren't even meant to exist anymore!







Lara stands at the entrance to a maze room. This is in the St. Francis' Folly level.



Hmmmm. Animal skins hung up to dry eh? Very suspicious. What could it all mean?



# **A TASTER**

Just to whet your appetite, here's a taster of what you can expect from some of the levels in Tomb Raider. Obviously things get tougher as you move through the game. We'll only show you some snippets from the first two worlds because we don't want to sould the whole game for you. We begin in Peru.

# WORLD 1: VILCABAMBA

Travelling among the snowy Andes mountain tops, Lara finds herself it the gates of a lost Incan city known as Vilcabamba, contained within the mountain itself. The FMV intro piece shows Lara's guide getting attacked and killed by wolves as the glant doors open, so you know there's going to be a few of these knocking about.













Here's a selection of shots from the intro to the Incan World. What happens is this; as Lara opens the giant doors, wolves leap out and attack her guide. So our intrepid heroine jumps down guns ablaze. So the kills the works but it's too late, the guide is dead...Oh well, can't be helped!

THE CAVES Lars' first stop sees her walking through the cave entrance to the mountain. Before she knows it there are darf missiles firing out of the walls, just like the opening to Ramay enemies in this opening area, although once Lara finds her way into the beginnings of the city, crossing rope bridges as she goes, there's the possibility that she'll have to contend



It's the bear sitting in a pit just waiting for you to disturb it. Because it's very big, you're going to need some serious firepower.



It's the classic precarious rope bridge scenario. I'd get across it fast if I were you.

THA CITY. As Lara enters the gates to the city proper, she immediately faces a pack of wholes. Providing her guns are at the ready, shell gain automatically, although she has to be facing in the direction of the attacking enemy. Providing they're dispatched effectively, she can go exploring for a bit. The action gets a bit more diverse when Lara gets the chance to do a spot of swimming. This will lead her to whole chambers immersed in water, and she needs to find a route to the surface before her power bar runs out. In the city there are locked doors, as well as doors which open by switches on bunting for keys becomes a priority.







THE VALLIEY. Things start to really hot up when you discover the valley. There are lots of wolves knocking about as you move through gaps in the rock and a good deal of climbing too. A human selection wars you that there's trouble ahead, and once you make it into the valley itself, up pops a dinosaur. There are quite a few of them wandering about the undergrowth. Most of them are like Raptors but there's also a huge T-Rex stompting about. You'll have to hope you've sor the shotgum on you to deal with it.





TOMB OF QUALOPEC: This is the last part of the Vilcabamba world and certainly the most difficult level so far. On entering the tomb there are many corridors. Walking down one of them for example, she triggers off a trap – the classic Raiders of the Lost Ark rolling ball trick! There are lots of spike traps in this level and some tricky puzzles involving moving blocks in relation to switches.



(Above) That big diamond thing is not a huge jewel unfortunately. Pick it up and it saves your position – essential in a game like this.







# WORLD 2: LABYRINTH

After you've made it through the Incan world, the plot thickens. An impressive cut-sequence shows Lara making her way into the headquarters of her employers, the Natla Corporation. She is beginning to suspect they have set her up. Her travels then move onto the world of classical antiquity with the architectural ruins of Greece and Rome looking out warily from the past.











Having realised there's something fishy going on - what with her employers trying to kill her - Lara goes to their headquarters to find out the score. Her discoveries lead her to the ruins of ancient Greece and Rome

ST. FRANCIS' FOLLY: As soon as you enter the first chamber in St. Francis' Folly you're in trouble. Two lions guard the entrance to the next chamber. Providing you take care of these, you can concentrate on the gorilla's you'll have to deal with when you activate another door. Ok, so it's not very nice killing all these lovely animals but they aren't real so that's alright. Providing you do away with the endangered species wandering about the place, the tasks start to revolve around lots of athletic jumping from pillars until you enter a giant labyrinthian room where there are four doors under the names of four gods - Atlas, Neptune. Thor and Damocles,









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PALACE MIDAS: One of the routes into the Palace Midas is by going underwater and entering a pool through a gate. There are lots of lovely pictures of dolphins on the side of the pool by the way. There are now various routes to take, and lots of lions, gorillas and crocs sneaking around. There's also an indoor garden, access to which can only be obtained by finding the relevant switches to open the gates. You might also like to go and check out the broken down statue of Midas himself.

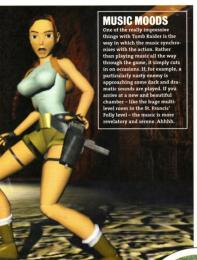
THE COLISEUM: Once you've managed to open the door to the new level, you're immediately faced with the prospect of traversing a pit containing a couple of writhing crocodiles. This is where all those useful moves that Lara can do like crawling

along ledges by her fingertips prove essential. Once she's inside the coliseum there are, as you'd expect, lots of lions to contend with, as well as the odd gorilla moving about in Dave Kelsall fashion (which is pretty sinister actually). Once again there's plenty of climbing on this level. As you might expect.





Lara can enter Palace Midas underwater. Very nice.







# STRANGER IN SIGHT

Your enemies are not only lions, wolves, bats and other members of the animal kingdom, but also human beings in all their bipedal finery. There are a number of suspicious types you're likely to come across. In the collseum, the mysterious Pierre Dudont turns up, and in the valley where dinosaurs lutik, Latson - the bloke who originally commissioned you - pops up to blow you away and steal the piece of the Scion from your corpse. Can't trust any-body can you elsh.

Quite a lot of Lara's exploration leads her underwater. this gives us a chance to enjoy some great animation, and do a spot of diving as well. Diving doesn't actually make any difference but it looks nice so why not eh? But a quick word of warning be careful and make sure you don't drown.







# WATER BABE

Tomb Raider features lots of levels where water is involved, so it's a pretty good job that I ara is an acc swimmer. Unfortunately she's also more human than fish, so the amount of time she can spend underwater is limited. Just how much breathing space she has is displayed not blue bar which gradually decreases. When this is used up a gold bar appears which gree down very rapidly. If she doesn't come up for air before the last of it disappears, she drowns in a horrible and convulsive fashion.

Tomb Raider features some of the most atmospheric environments yet seen of the Saturn.





# per Talk

# Now that Fighting Vipers is finally complete, SEGA SATURN WALAZING S Japan Editor, Warren Harron, took time out to visit AM2 at Sega's Tokyo headquarters to talk Vipers with the

### SSM What were your first thoughts when confronted with the task of converting Fighting Vipers?

HK In the arcade version you were able to break the armour and

smash the walls. Everybody really enjoyed that. For the Saturn as well we wanted to convert this perfectly so that Saturn users also could enjoy the great feeling of breaking the armour



HK The main part of the team was the same as the Saturn Virtua Fighter 2 team. In addition, there were a few members from the original Fighting Vipers arcade team. Altogether there were around 15 people in total.



program was first, however, in Virtua Fighter 2 there are no walls so creating the walls and fences was where we started. On the Saturn, creating those big walls was one of the

most difficult parts of the programming so in order to get that out of the way we started on this first.



SEGA SATURN MAGAZINE would like to thank Sega of Japan amd Hiroshi Kataoka (above) of AM2 for their time and courtesy.

than that, where the light hits a place it's illuminated and where it doesn't hit it's dark, in the shade. This kind of shading isn't in Virtua Fighter 2 but it's used in Fighting Vipers. This effect looks

great but from the programming side it's extremely hard to do.

SSM How long did it take you to develop this? HK About half of the total development time was spent experimenting with this.

### SSM The inclusion of the walls and fences in Fighting Vipers was obviously essential in bringing the game to Saturn. What difficulties did this present you?

HK As you'd expect a large number of polygons is essential but their area size is also important. When a large polygon appears on the screen then drawing it is difficult. If you display a big wall completely, no matter what you do, when the camera pulls back the character becomes too small so you can't draw that many big polygons. Correctly preserving the force of the character's size while drawing these huge walls is really difficult. If the characters were displayed really small then drawing the walls would be quite

simple. But, when they're big it's much harder.

# SSM Was creating the walls the longest part

of the conversion process? HK No. not really. Rather, as it was neces-

sary for us to develop a lot of very advanced programming techniques and the designers also had various ideas they wanted to try and do so this was the most time consuming

### SSM What were the main difficulties you faced in bringing Fighting Vipers to the Saturn?

HK Because Fighting Vipers has walls, unlike Virtua Fighter 2, there are a lot more polygons being used. Furthermore, each time the armour is smashed lots of broken pieces are sent flying so that also uses many polygons. No matter what we do we have to use lots of polygons and that's really hard to do

### SSM How much more complicated were the graphics for Fighting Vipers over Virtua Fighter 2? What complications did this cause when producing the Saturn version of the game?

HK The biggest difference is that the characters in Fighting Vipers have various types of armour attached to them. In Virtua Fighter 2 they're only wearing ordinary clothes made of cloth but with the armour there's an incredible amount of minute detail included which adds a kind of mechanical feeling to it. Trying to make that kind of detail look good on a

domestic TV took us a lot of trouble. Other

## SSM What difficulties did the interaction between the fighters and the wall bring out?

HK It's essential that the way the characters bounce off the walls is recreated identically to the arcade Fighting Vipers. The reason why is that the players want to be able to use the techniques of being able to throw their opponent against a wall and have them bounce back in exactly the same way as the arcade technique would. Because of this we had to recreate it precisely. This point of a technique's identical use is essential to making the Saturn version seem identical to the arcade version and it takes a lot of work to accomplish.

### SSM How smooth was the process of bringing the Fighting Vipers characters from the arcade to the Saturn? Did any of the Vipers cause any particular difficulties

HK It was very hard. The characters detail is extremely minute and complex. To make this detail stand out was very tough. Amongst the characters, Candy was particularly difficult. She has a very cute face. If her face doesn't look exactly the same it won't look cute. It took us along time to get her face just right.

### SSM Obviously, converting Virtua Fighter 2 must have helped AM2 in bringing Fighting Vipers to Saturn. What kind of help was this?

HK If you're talking about to what degree Virtua Fighter 2 was used as a reference, then the arcade Fighting Vipers also is very similar to the arcade Virtua Fighter 2. Virtua Fighter 2 was used as the basis for Fighting Vipers so the programs are extremely close. The original programs are similar to the degree where you could almost say that if Virtua Fighter 2 hadn't already been done then we couldn't have created Fighting Vipers. The fundamental sections are the same. Rather than being helpful, the most necessary





The switch to a lower resolution allowed AM2 to produce uncanny shadowing and shading effects. The visual look is absolutely amazing!



parts of the program are practically identical so Virtua Fighter 2 is in fact essential.

# SSM The speed of the action in Fighting Vipers is a lot quicker than in VF2. What difficulties did this cause?

HIX From the coding point of view, for example, in Fighting Vipers there are a lot of very fast punches. The collision detection for whether a punch hits or not is extremely complex indeed. It was necessary for us to create new collision detection routines for Fighting Vines.

# SSM Virtua Fighter 2 used the Saturn's high-resolution mode

throughout, whilst Vipers uses it more sparingly. Why was this?

HK in order to create the surface of the walls no matter what you

do, creating a vast number of polygons is essential so this time we reduced the resolution a little. This was one reason, one more reason was for the shading of the polygons. In the case of the Saturn, if you use a lower resolution, the shading control of light and dark ran he use.

# SSM The balance between the screen resolution and the number of polygons is always a factor. When did you decide that it wasn't possible to have Fighting Vipers in high resolution?

Hat That was decided at the very beginning of development. We decided that this time we wouldn't use the high-res mode and instead have lots of polygons and use shading instead.

# SSM How long did it take to complete your work on Fighting Vipers? Did you finish ahead of schedule or on time?

**HK** It took about eight months. Generally speaking we finished according to schedule.

### SSM What was the feeling like amongst the conversion team during those final weeks?

HK I think we all wanted to return home as soon as possible and relax, The final two to three weeks were honestly very difficult.

# **SSM** Now that Fighting Vipers is complete, what is your opinion on the finished game?

**HK** It's an arcade conversion but with regards to the consumer ver-

sion various original features have been included. For example, the training mode, playback mode etcetera. I feel it was really great that we were able to put so many of these original consumer modes in

### SSM Which aspect of the game are you most proud of, and why?

HIX it's something we talked about at the beginning but when you break someone's armour it's a great feeling. I'm really happy that we could convert this over perfectly to the Saturn version. Being able to represent the breaking of the armour and walls to the same degree as the arcade version is the thing I'm most proud of.

### SSM Finding the hidden options and secrets has become something of a tradition in AM2 titles. How did you decide what to include in Fighting Vipers?

HIK As for me, I originally intended it for both the team's and the users' enjoyment. It's already on sale in Japan and the users are playing with it presently. The users are saying it's really great fun, so now I have the feeling that it's more important than I first imagined. Everyone's delighted with these extras.

### SSM What about the panda?

HK (laugh) The team thought it would be interesting so they put it in for both their own and the users' enjoyment.

# SSM How long did programming in all of these extras take?

HK It was around the final month.

### SSM How important do you view these

extras in the context of the overall project?

HK As for me, I originally intended it for the team's enjoyment. It's already on sale in Japan and the users are playing with it presently. The users are saying that it's really great fun, so now I have the feeling

that it was more important than I first imagined. Everyone's delighted with these extras.

# **SSM** Did these user opinions help you decide what you were

going to add?

HM Yes, a fair number of them
were really useful. On top of
that, with regard to the arcade
Fighting Vipers there were a
number of star players. We
talked directly to them and
listened to their various comments. This was also a good reference.

### SSM In terms of hidden characters, you seem to have concentrated on Candy's wardrobe quite heavily! Why

**HK** The voice of the users. Candy is a very popular character so this was in response to her popularity.

# SSM Please tell us a little about the inclusion of the bear. HK The bear was originally from the

background of the Old Western Town stage. It was standing at the back of the stage. It's a popular mascot character for Fighting Vipers.

# SSM BM and Mahler seem to be very similar indeed. What are the differences between the two characters?

HIX BM. is the boss character. He's tremendously strong so whenever a player is versus another player, the player who uses BM becomes excessively powerful. The balance isn't very good. In order to get the balance right for the Saturn player vs player mode we reduced the specification of BM and created Mahler.

# SSM Now that Fighting Vipers is available to buy in Japan, can you tell us a little about the reaction you have had to the game from the press and the users?

From the press and the users?

HK Fighting Vipers was originally an arcade game however, due to
the extra features such as the bear, Hyper Mode and Training
Mode etcetera everyone has said that it's really fun to play, it
seems that these points are really enjoyable for everyone.

### SSM Do you have a message for your fans outside Japan?

HIX I've been to America several times and met players but I haven't yet had the chance to meet any European game players. If there are any opinions from users who've played Fighting Vipers and enjoyed it, I'd certainly like to hear them. By all means, I'd really enjoy receiving their letter.

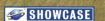
BM (above) is the final boss in Fighting Vipers. The player-controlled Mahler is slightly weaker but a cheat can access the original, stronger version too!







The rebound effects from the fences and the walls were the most difficult to successfully replicate from the arcade.



# Daytona, Jaytona -so good they





nice shots showing the new car body











Don't say Sega never do anything for you – after pressure from Daytona fans they've yielded and asked the maestros behind Saturn Sega Rally to revamp the whole stock car concept. We take a good hard look at the (almost) finished result...

often wonder how differently my life would have turned out had been a junior sys. Sverje during the difficult puberly spear is would have become bored of my jet-setting espionage lifestyle and rebelled against my secret service upbringing, leaving me to exploit my near-superhuman talents in other arenas. Combining this first youthful fantasy with my childhood my of those smart arise motorcosts disk that were always on Blue Peter showing off, I'm fairly sure! would have ended up as a grizzled stock car drag racing hum, driving super turbor cars at spoonph with scant regard for my own life.

But then I look at other young proteges and observe their various falls from grace, noting that the sweeter and more goodly the child, the more screwed up and degemente the adult. Which further leads me to believe that I would more likely have by now been drinking pure alcohol rocket car fuel like it was healthy Snapple and beating up photographers.

As "Is factly there that I was never a junior syp and that my life has not been abored y affected by a pre-pulses reposition as a pawn in the Codf War. It's also larly that I stopped warding Gerry Anderson IV shows and deluting myself. And, in an unprecedented pasking clock expen third store of lote, I am Indeed Fortunate that Sega have seen fit to release not one, but TWO versions of their stock car game Daytona on the Satum. This allows me to live out my fantasy parallel life in the comfort of my own home. Except for the photographers bit.

which was one of the first titles to grace the Saturn upon its UK release. However

newcomes to the Saturn scene may not know that whilst this was by all accounts a suretagems, as a technical convension accomplishment it fell somewhat short of the high mark we now expect. The odders, undaminal with the Saturn technology gave us a game high in longability but flow in politin. Then, the saturn of brutal form the saturn of the saturn o





the words, it even plays better, too.

A due of shots from
Daytona CCE is reviewed next month.

the desert track.

# AMAZING NEW TRACKS A-GO-GO!!!

Probably the element of Daytona Circuit of most interest to owners of oldfangled Daytona are the new circuits themselves. There are two on offer known as National Park Speedway and Desert Highway. They're both tougher than the old tracks served up by primitive Daytona USA. Here's a brief guide to the pair of them.









# NATIONAL PARK SPEEDWAY

A leafy green expanse, as you'd expect from a national park. It's got plenty of wide-open looking spaces which contrast with the often tight track. It looks on the surface not dissimilar to the green bits of the existing Galaxy Sea Street track. But it's trickier. Note the Ferris Wheel and Rollercoaster. Since we saw the game last month the CS conversion team have added moving rollercoaster carts to zoom around when you drive past.









### **DESERT HIGHWAY**

Looking totally unlike any existing Daytona level, Desert Speedway starts you off near a strip of tumbledown-looking shanty shops in the middle of a scorching stretch of sand. From here it's an uphill sprint, taking in some gorgeous sights along the way - such as the hot air balloon which rises into view over the edge of a mountain road. Also look out for the train that shoots into the mountainside tunnel in a manner of which Freud would no doubt be compelled to comment upon. This is one of the best-looking levels going, even if it is a bit on the yellow side.

Expect more shots of the finished article in the very next issuel

# TIME WON'T GIVE YOU TIME

If you really take your racing games seriously, you'll be pleased with some of the minor features offered by Daytona CCE. Along with the usual rash of replays and ghost modes and so on, you're able to keep yourself informed of how your current performance is going while you race. The Time Comparison option tells you how fast your lap is and how it compares to the fastest times achieved on that stretch, allowing you to work out where your weakest racing areas are. Or make your little brother feel bad when he sees your times, depending,











Daytona USA never had any problems in the gameplay department. Now, thanks to the technical expertise of the CS Team, the graphics will be amazing too!

# **SPOOKY GHOST MODE!**

Ghosts, as any paranormal researcher will tell you, come in all sorts of shapes and sizes. Now you might think "What the jiggins has this got to do with Daytona? Get on with it already, you fink", but this does have some relevance. You see. Daytona had a Ghost Car mode, which allows you to "race" against the spirit of the best lap time. Like in Rally, Daytona CCE offers six different types of ghost car, depending on how you'd like it to look. It could look like a normal solid car, or a shadow of an automobile, or a flashing-type graphic. Pick the one which you think'll be the least distracting for you, that's our tip... We're noted for our sound advice, you know.







Some more Dinosaur Canvon action here.





The expert track (above) was something of a glitch fest in the original Daytona. It's loads better now and the CS Team are still re-modelling bits and pieces as we write.





# ROUND AND ROUND SHE GOES

We all know that the real skill in racing games lies in maintaining a top speed over a number of laps, not just scoring one particularly speedy circuit in a race. Daytona Circuit Edition offers players three levels of lap intensity for players to test their mettle on. Weedy players should start off on normal mode, which offers a fairly small lap count, differing depending on the track chosen. More skillful types with more time on their hands should opt for GP mode, where the number of laps required per race hangs around the

twenty mark (or around 2, times the normal mode number).
Gluttons for punishment, though, should head straight for
Endurance mode, which asks the impossible – about a
thousand million laps per race. Well, about ten times
the normal mode amount, anyway, Which is still
loads. The exact quantities of laps for each
mode is still subject to change.
however, so things may not
be so gruelling in the

be so gruelling in the final version.

# CHOOSE YOUR FAVOURITE CAR!

"I wanna flypyy sky hilligh, on a hooorse or in a casar." Thus sang the warbiby bloke on the old Daytons soundtrack, informing players as to the choices of transport on offer. Well, not quite. But had he done, the lyrics would have been completely correct. This time round, the which eslections would have been completely correct. This time round, the which eslections would have be slightly more difficult to fit into a rhythm. That's because all-new Daytona presents players with a men of EloftH different cars. Weirdly, not a single one of them is the original red "n" blue Hornet faithough there is actually a car called the Florent in there, oddly enough]. Instead they'r all sery revamped motors, each with their own abilities and handling personality. Along with an individualised bodywork job, too. Some cars are better suited to some tracks and play styles than others, and even once you know the parameters of each whickle you'll still have to experiment before finding the right one for yourself. We're not totally sure what they're all like yet, because the nuances of the control method have yet to be sorted out complete. But rest assured we'll give you the full low-down before you get your hands on the game. So that'll be net month then.

# **MIGHTY SPLIT-SCREEN MODE UNVEILED!**

of a split-screen two-player mode. Those knockers who said it couldn't be done when the real ready office fed their words by Raily. Dayton compounds this control was a feed of the second the real ready force-fed their words by Raily. Dayton graphical acenses. Whilsi it is necessary to lose a certain level of detail to get the split-screen action running at the right speed, the beauteous colours of Daytona remain intact. At the moment the clipping is a little intrusive, and work has to be done on shrinking the currently impriges on the players' view of the horizon. Apart from that, though, it's cool. All the tracks and cars are fully playable in head-to-head mode, along with lowely extras such as the time comparison which tell you how baddy you're losing. Definitely worth the price of the new game alone.









The important thing with the two-player mode is the speed and despite processing almost twice as much data, this split-screen is STILL smoother than the original Daytona USA!

# THE TOTAL SATURING

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# **REVIEW**

CAPCOM FISTICUFFS CHRISTMAS

Capcom were always going to have to try very hard to screw up this conversion. So we know it'll probably be fantastic. But just how fantastic? Well read on, true believers, and you'll find out.

f the Street Fighter mythos is to be believed, Street Fighter Alpha was set in between the first Street Fighter games and it's massively more successful seguel. Which makes it Street Fighter 1.5. in decimal terms. So that

means that Alpha 2, the sequel to the sequel of the prequel, must actually be Street Fighter 1.75 (or Street Fighter 1 and two-thirds if you're an oldster). How long will we have to wait until Street Fighter - The Thursday Before Street Fighter 2 Edition Turbo? Well, actually, probably forever, because Capcom have said they're not making any more Alpha games. Although we've heard that sort of line before. Many times.

This is because Street Fighter is one of the longest-running and probably the most enduring series of games in history - and not without

good reason. This was after all, the title responsible for introducing combos to beat 'em ups, without which the genre would not exist as we know it. Since this initial discovery the rocket scientists of Capcom have tinkered day and night updating and improving their little baby.

Alpha 2, the latest fruit of their intensive eight-year labour, is doubtless the version most geared towards SF experts. It features way more moves than its predecessors, and not merely in the quantity of special attacks available to each character. Along with the familiar standard and special attacks, there are now Zero Counters, which allow you to reverse incoming attacks if you're quick enough, and Super Combos - Max Meal versions of specials which are unblockable once they make contact and are capable of inflicting serious dam-

The graphics also received an overhaul with Alpha, taking on a more anime-style style with more emphasis on proportional exaggeration and cartoon ludicrousness than the previous psuedo-realism comic-book thing. Or whatever. Anyway, it looks really really nice, it's very colourful indeed, the backdrops are smart and all the fighters look like grotesque pre-Christian Greek mythological sculptures. Which was probably the idea all

> The other idea, obviously, was to come out with a beat 'em up to rival Capcom's own big contenders, the X-Men and Darkstalkers, as well as moving beyond the prequel. This has been accomplished perfectly. Home Alpha 2 is big on home improvement - there are two excellent conversion-only play options to extend the longevity of play. The

first, Survival Mode, is an excellent challenge (the player has only one energy bar to play through the whole game with). The second, Training Mode, is a great idea considering the level of complexity beat 'em ups have attained. If you're shaky on how to perform the various hand-torturing combos and counters Training gives you infinite time and a non-aggressive dummy opponent to practice on.

Newcomers to this Street fighting thing would be advised to start here, and head into the main game once they've attained a degree of mastery over the controls. There's a lot more to Alpha than just wading in and pressing all the buttons in the hope you'll win. Established SF masters, on the other hand, are in for a treat.

The mechanics of Street Fighter Alpha offer almost limitless scope for developing combos, playing out old favourites and inventing new ones of your own. There's a whole ruck of new characters (most of which, disappointingly, are culled from Street Fighter 2) to get to grips with, too. And, in the true manner of every SF game, Capcom have listened to the players (the real experts) and evened out the advantages betwixt the various char-

acters slightly

The result is a product polished to the point of perfection. Whilst it's easy to get into and accessible it also features unparalleled depth which ensures it'll stay at the front of your collection for some time to come. Of course, as with all fighting titles it's LOADS better with two human players. I fact, we advise you buy a real opponent if you haven't already got one just so's you can get the most out of Alpha 2. Maybe not an essential purchase if you're a fairweather supporter of the genre and you already own the first Alpha, but anyone with more than the merest inkling for the series will love this. It's fast, tricky, addictive and just generally all-round awesome.



judging by these screenshots to the left and above. Check our showcase for comprehensive moves lists.



A nice example of what is known as the Super Combo (left) as Ken initiates his multiple dragon punch attack upon a bemused Ryu. Most of the older characters from SFA haven't changed much

A bit of a double knockabout situation occurring (left) whilst Chun-Li gets it the face via the fireball-spewing Ken.



# REVIEW 🥩







Akuma is kind of like Ryu... Only far tougher with a few more moves.





The centrepiece of Street Fighter Alpha remains the spectacular Super Combos. Like Ryu's mega fireball (above). They're briiiiilliant!

# Street Fighter







Plenty of old Alpha character action in those shots (left).

# CAPCOM! LORD OF THE JUNGLE!

What Capcom don't know about 20 beat 'em ups ain't worth knowing. Maybe. Obviously, if they knew everything good all their games would be the same and they'd never get any better. But thei likelihood is that if there is anything more to learn about 20 fighting games, Capcom will think of if. Just look at their other success stories. X-Men, Darkstakers and the first 54 plah all socred over 90% in this magazine, and there's still Manel Super Heroes and Street Fighter vs X-Men to comel Hooray for Capcom Lord of the Jungle!

The Saturn is the definitive choice when it comes to Capcom fighting games. In terms of animation, speed and detail SFA2 Saturn is superior to the PlayStation version.

Once again the Saturn demonst

Once again the Saturn demonstrates its unassailable command over all things 20 with another corking beat 'em up. In terms of audio-visuals and all-out action there's no 20 fighting game to compete with this Saturn tr

|             | 1950.4 |  |
|-------------|--------|--|
| graphics    | 92     |  |
| sound       | 90     |  |
| playability | 95     |  |

lastability 94

overal

95







Select all of these AND five hidden fighters!



Akuma remains a fearsome opponent.



SEGA £TBA SPORTS SIMULATION OCTOBER

It's a game that people in Blighty don't tend to give much credence, but that, like American football, seems to have cut a bit of a niche for itself on the console, World Series Baseball was quite a success when it was released, and this sequel looks like maintaining the standard.

t's irony indeed that America's national sport involves neither the testosterone fuelled aggression of American football, nor the theatric high jinx of basketball, but skills and techniques that, in this country, are best

expressed in unisex P.F. lessons. It's rounders after all. despite what any cocksure Yank might say, Ok, so they hide this fact by creating a unique universe of rules and statistics but it's still about whacking a ball with a bat and running for bases.

With baseball sims there's almost an identical sense of aloof disinterest, something which makes it pretty tough for them - whatever the quality - to sell well in Britain. World Series baseball was up against such odds when it appeared over a year ago, and to its credit it managed to draw you in, no matter what your attitude to the sport itself. This kind of success naturally engendered a sequel and here it is looking much like its predecessor but pretty fine with it.

Behind the maze of stats, the rules of baseball are actually quite simple. A player moves up to the plate to face the pitcher on the mound. He has three attempts to hit the ball and if he can't manage it he's out. When three players are out (either through strikes, being caught or run out) the inning is over and the teams swap places. If a player manages to connect with the ball he can run for one or more

bases depending on how good his hit was or how fast he is. When any player makes it round all of the bases the team is awarded a point.

Despite the fact that all American's will know the game anyway, World Series Baseball 2 effectively manages to convey the rules to those who, like myself, are a bit lost at the outset. Like the John Madden series, the enjoyment of playing means you pick up the rules almost instinctively, and it isn't long before you're organising some of the more complex tactics like changing field positions, going for a steal or selecting pitchers to match left or right-handed bat-

ters

You'd be forgiven for thinking that the gameplay in World Series Baseball 2 is rather shallow. At first, hitting the ball seems a matter of luck more than judgment, and while it's easy to get curve on the ball, pitching feels likewise, a bit uncontrollable. More than anything this is familiarising yourself with the subtleties involved in the gameplay, and once you begin to master the game, the extent to which players and teams vary makes itself more apparent.

World Series Baseball 2 features all of the teams in the league meaning you've got hundreds of players to deal with and a good range of quality or not depending on who you pick. There's a variety of game options from exhibition through to league, and even the chance to get some batting practice by playing a

That's good ole' Frank Thomas heading for first base. As you may be aware, he's got his own baseball game, Big Hurt Baseball, that isn't quite up to scratch,



home run derby

ROB

With all these positive comments in mind, I suppose I should add the obligatory warning at this point, the warning being the somewhat limited appeal a baseball sim is likely to have among the firmly footy orientated British public. If you have harrowing memories of rounders or hate with a passion those people who put on American airs to play softball in the park, I suggest you stay clear of World Series Baseball 2. As for everyone else, it'll sit comfortably next to your more anglo-centric sports sims.





(Top left) The fielders are dawdling about. (Top middle) It looks like there's some confusion between the bases (Top right) He's running from 2nd to 3rd. Be quick about it! (Bottom left) More disarray in the field (Left) No one's on the bases and the batter's about to strike. It looks like a home run is in order here.



(Above) The pitch comes in. Will it swing left? Will it swing right? Or is is a feeble straight ball? Only the god of screenshots has the

(Left) In the right of the picture you can just see the ball coming over. If it gets to 3rd bass then the runner is out for sure.





The 'Sox' as they're known are definitely in the driving seat here.



this position runs the risk of a comical collision with the wall if he's too busy looking at the hall rather than where he's going.

This time around the 'Sox' are taking a bit of a pasting. Still, there's plenty of time, what with a total of nine innings to play. As the saving goes: it's a batty old game, Zzzzzz,

SS Stocker





The ball is up! A catch is imminent.



WSB 2 helpfully suggest that you 'play ball'.

They stand in silent concentration. The tension is palpable!

# STADIUM ROCK

A good example of the detail the programmers have shown in World Series Baseball 2 can be seen in the range of stadiums included in the game. There are some pretty famous ones in there that you'd have heard of in movies like Field of Dreams - places like Wrigley Field, Fenway Park or the Yankee stadium. Each of them is accurately rendered with the exact field size and everything. To top things off there's some appropriate commentary from the classic burger-



Fenway Park - where legends are born!





As you've probably guessed by now, the White Sox have been something of a popular choice in the office.



0-3. Yes, quite. 0-3 indeed.



A fine sequel to what was a very good game in the first place. There's enough style and depth in World Series Baseball 2 to keep you happy for months.

| Market State of the State of th | 1 - Barrier |         |
|--|-------------|---------|
| graphics   | 82          | overall |
| sound  | 86          |         |
| playability  | 87          | 87%     |
| lastability  | 88          |         |

# REVIEW

CORE DESIGN £49.99

ADVENTURE

OCTOBER 1996

After seemingly years in development Tomb Raider is finally ready for release. And doesn't it just look lovely. It looks like, for once, it's

blocking your

worth the wait. That logo to the right seems to confirm it.

ome years back Core Design were a but others will try and kill you numerous small software house in Derby times. It's a nice touch, and one which "famous" for the Megadrive platform adds an element of urgency to the atmosgame Chuck Rock. Now Chuck Rock wasn't bad as it went, but it wasn't until the release of the Mega-CD that our chums at Core shot to first division (or Carling

Premier League or whatever) status with their excellent 3D shoot 'em up Thunderhawk. Since then they've successfully

claimed the 3D roving blaster genre as their very own, producing a string of titles along Thunderhawk lines, such as Shellshock and Battlecorps, Tomb Raider is the latest polygonised thoroughbred from their stable, and the first to feature a normal human being in the star-

Basically, the game works like this - you're set to work in a number of 3D levels, which may be explored freely at your leisure. However, certain sections of each stage are usually sealed off by locked doors or summat and you've got find the correct key/lever/object to open it (or whatever). Along your travels you'll meet up with numerous wild animals (both real and mythical) which you're invited to shoot with your guns or avoid with your selection of acrobatic skills. There are

harsh platform arrangements to conquer, long falls, underwater swimming sections and all manner of other non-violent threats to your person as well. The object of the game is to rescue a shedload

of ancient treasures from long-forgotten temples and the like. There's a plotline about how Lara Croft (your character) is hired by mysterious corporation to seek out the three parts of a mystical antique thing. This crops up in the form of intermissions between levels. where there's a bit of horseplay with some other characters. You see, along with the various representatives from the animal kingdom, Tomb Raider also features a number of non-player treasure hunters on the same trail as yourself. Some you'll get talking to,





A great deal of effort has gone into the control method used for Lara. Swimming in particular stands out as being utterly ace (above). A bit of grappling with a gate (below).



phere which could quite easily have been a little too slack given the explorative nature of the events. Luckily this isn't the only plus point. The central character is highly versatile and capable of performing numerous different jumps, shuffles and shoots. All of these are essential at some point during the game, meaning you have to know your way around the controls. Each

individual level has been designed beautifully, taking its cue from real-life ancient civilisations to produce fairly authentic-looking ruin environments. It's the urge to explore which makes Tomb Raider compelling. The pace of the action is pretty laid-back, so anyone expecting an Indiana Jones experience has another thing coming. The emphasis of Tomb Raider is far more on the puzzle factor. The first couple of levels are easy enough, with only a

nath to victory After this the challenge level of the problems starts a steep ascendancy towards "Very Very Hard Indeed". That's where my second criticism comes in: Tomb Raider's control method requires pixel-perfect coordination and that coupled with the lag between a button press and the appropriate action being carried out can be extremely (no, EXTREMELY) frustrating in some situations. Basically, Tomb Raider isn't the sort of game you can't bung on for a quick ten minute blast on. Core reckon that there's a hundred hours of gameplay required to complete Tomb Raider, and we can see no reason to disagree with them. Although,

of course, about thirty of those hours will be spent

wandering around fruitlessly and hurting your head

the Action Mode once the game has been completed

trying to work out what to do next. The addition of

adds still further to the lifespan of the title.

My only real complaint about Tomb Raider is that it feels somehow unassuming in its atmosphere. It's a great game with superb graphics and has obviously taken a shedload of thought and work (and cash) to produce, but for some reason it doesn't feel as flashy as, say, NiGHTS or any of its other big-budget peers. Not that that's much of a problem, really. If you're looking for a game to keep you inside while the weather's crap, Tomb Raider is the perfect companion. It's a lengthy challenge, a lot of hoots and one of the better games from this country so far this year.





# TOMBRADER



A lot of Tomb Raider's puzzles centre around the pushing and pulling of levers and objects. Some puzzles are excessively cunning.







Every self-respecting platform game - even in 3D - should stick to the convention that an ice level should be in there somewhere. Even Mario 64 and NIGHTS do it too! However, these games don't have the same amount of backdrop interaction as Tomb Raider has, as the pushing and pulling around this caption shows quite well.







Bringing up the inventory (above) shows the entire range of objects that Lara has collected, all of them lovingly rendered in 3D. They spin around too.

A classic exploration with reams of gameplay. Definitely one for the collection if you value your value.

| graphics | 94 |
|----------|----|
| sound    | 90 |

Ş

playability 93

overall

92%



VIRGIN PLATFORM

NOVEMBER 1996

Once upon a time, there was a worm called Jim with a robot power suit. He didn't do a lot, really, Just saved a princess a couple of times before retiring

rich. Now his ancient adventures are available for your Saturn, Obviously Virgin are cashing in on retro-games fever.

arthworm Jim, you may remember, was that funny games character invented by Shiny Entertainment. This is before he went on to star in his cartoon series, range of action figures. lunchboxes, pyjamas etc etc etc. Well

now he's BACK, gamesniks, and this time he's in a game again. Of course, we shouldn't mock Shiny for the proliferative nature of Earthworm. For starters. they're probably rich enough to buy our magazine and sack the lot of us. Plus, of course, they had to find some way to earn a crust out of what is so far the only Shiny character to make it to games shelves. If you want to persuade someone to buy your development house for a hundred billion thousand dollars you've got to have some incentive. I suppose, and two platform games might not be enough.

Or perhaps they are. Because for reasons best known to themselves (but probably involving cash), Shiny have chosen to debut Earthworm on 32-BIT in a straight conversion of his second Megadrive adventure. Admittedly it's not the most backward of platform games. Earthworm is famous for the variety inherent in his titles. Various levels see you digging, flying, Stannah-ing and pig lifting along with the usual gamut of running, jumping and shooting. However, in any sense other than commercially, releasing a year-old Megadrive game on the Saturn is a bit of a bizarre decision.

Still, games don't get a reputation like EWJ's

without being corking. And there is much to commend the title for. Most obviously it has a genuinely amusing sense of humour instead of the forced "wackiness" common in much of the genre. This mostly depends upon items and events relevant to the

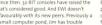
game too, as opposed to intrusive and frustrating faux-samples or "hilarious" intermissions (although it's got those too). Japery aside, Earthworm also impresses with its polished presentation, which guides you through the game slickly - filling in loading gaps, making the screen look nice and smart and generally adding an air of trustworthy professionalism to the play experience. And, of course, there's the general spiffing level of imagination put into the game design. Which is what really garnered all the plaudits upon Earthworm's first release

Sadly for Shiny, though, things have moved on somewhat since then. 32-BIT consoles have raised the stakes of what's considered good. And EWJ doesn't compare so favourably with its new peers. Previously a big fish in a small computer pond. Jim has trouble looking quite so groovy when he's up against a new breed of massively inventive and cleverly programmed

In fact, the biggest thing Jim has going for him here is that platform games on the Saturn are very scarce. Sure, it's a reasonably playable game, but if only to maintain their cuttingedge reputation you'd think Shiny would have at least had a bash at something new for the flagship consoles. The graphics look tiny, the controls feel overlight and the music

sounds like the Miami Vice cons jamming with The Power Station - all widdly guitars and nower-sax

Most hardcore platform fans will probably already have played this on their last machine. Given that, anyone whose first console is the Saturn probably won't know what a platform game is. Obviously, those fans that haven't seen this before will find some relief from the runny-jumpy drought in Earthworm's charms. The majority of players, though, will doubtless remain somewhat unimpressed. I'm sure if Shiny bothered coming up with some new ideas for the Saturn spin-off I'd be dancing a jig of joy, screaming Earthworm Jim's praises in the street like some kind of possessed Christian lunatic. Sadly, though, despite my deep and abiding affection for the character and his funny cartoon on the telly, I can't recommend this game to anyone but the most die-hard enthusiasts.











This stage has some excellent little touches to it. Sheafs of naner flutter around Jimmy's feet everywhere he runs, scattering like confetti. Lovely



This is just a picture of Jim shooting a cow up the bum. But don't worry, readers, he's not hurting it. It's only pretend, you know. It's all a game. Called Earthworm Jim 2.





This is a funny black & white stage with nice graphics.



This is a funny Sega logo. with Jim playing the accordion to his lady love Princess What's-Her-Name.









This is a funny level where Jim has to bounce the puppies on the soft cushion, or they splatter on the floor. That bit isn't very funny.



# Earthworm Jim 2





Why did Dave leave all these big captions? I've got to get to the shops.



By the time I've finished filling in all this cack the supermarket'll be shut. Pooh stripes.







## I LOVE THE PRETTY ANIMALS

Animal lovers will be overjoyed to see that Earthworm Jim 2 contains many of our farmyard friends in their natural states. Pigs in stys. cows being abducted by UFOs, more pigs flying, Well, perhaps this isn't totally natural. But at least they're not running around wearing robot space suits like our worm hero is.







This flying level is typical of Earthworm Jim's variety. Many stages veer from the normal platform territory.

A great game — a year ago. On a different console. A new game from Shiny might be a good idea, as the two they've got are starting to show their age. Hopefully their forthcoming 30 title Wild-9 will make up for the disappointment of this.

graphics 78

sound 73
playability 80
lastability 71

overall

72



| ВҮ      | J V C    |
|---------|----------|
| PRICE   | £44.99   |
| STYLE   | RACING   |
| RELEASE | NOVEMBER |

Impact Racing seems to have appeared out of nowhere. although it's already gained a good deal of respect on the PlayStation. With its novel take on the racing genre, and plenty of blast 'em up action, it looks like getting the same treatment on the Saturn as well.

raffic. It's the fundamental problem of travelling by automobile these days. But just how do you solve the gridplan which could have the dilemma

lock? Well. I've got this resolved within weeks. Forget public transport, forget bicycling, forget working from home rather than commuting. What every car needs is a range of turret

guns, missiles and other weaponry to deal with the frustrations of modern motoring. Did that guy just cut you up? Then pepper his car with machine gun fire! Is that old couple in the Allegro driving too slowly? Time to make use of your Halford mis-

sile add-ons! Is the bloke in the Escort right on your bumper? Simply release a fire wall and watch him burn! You'd have the streets empty in weeks I tell you.

I can't really take full credit for this innovation. It was, after all, inspired by playing Impact Racing, JVC's new racing game. This title seems to have popped out of nowhere, so I'll start by explaining what it's all about. Players choose from five cars (varying in speed, grip, armour and weight) and then take to the race circuits. Each race consists of four laps, every lap having a time limit. If you fail to complete the lap before the time runs out, your race is over. Because of this there are pick-ups on the track which extend your time, as well as pick-ups which improve your front and rear armour. But what's the 'Impact' all about then? Specifically it points to the other main concern of the game which is to destroy other vehicles as you go round the circuits. Provided you destroy enough cars, you'll get the opportunity to upgrade your weapons in a bonus level. The mixture of racing and combat might make





you think of WipEout but there are some very real differences between the two. To begin with, Impact Racing looks more contemporary than futuristic (although one level sees you zooming down a space highway) and rather than using weapons to slow the progress of other vehicles you're actually out to destroy them. In terms of graphics I'd say the two are pretty much on a par, Impact Racing features some brilliant light sourcing and the explosions actually look considerably better than what you'll see on WipEout. Both the speed and animation in Impact Racing are very impressive, the cars moving and sliding with a realism that enhances the explosive action.

There are some nice detailed touches in Impact Racing like the map at the top right of the screen which lets you know where the other drivers are so you can drop a mine or three. Some of the weapons are excellent as well. There's the fire wall which leaves a trail of flames blazing along the road, a variety of lasers increasing in power as you make your way through bonus games, and some awesome missiles to play around with.

One criticism I will make of Impact Racing is the lack of variation in the race circuits. Strictly speaking there are only four of them, the later circuits simply being versions of the same courses except at night time or thrown under a different spectrum of colours Nevertheless, this doesn't prevent Impact Racing from proving itself pretty entertaining stuff, and anyone who's got a thing for racing games in their myriad guis es wouldn't be disappointed.



trate on the icon to your right - it improves your energy.







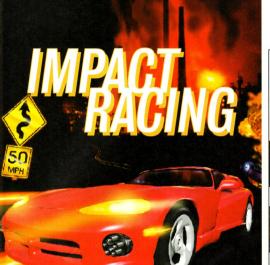




This is one of the bonus levels. If you destroy the right number of cars within the time limit, upgrade for your car is assured. And don't let the eyes on the walls scare you ok?







## DRIVE YOUR BONUSES

If a player manages to destroy enough cars as they go about their merry way, they earn the chance to acquire more weapons upgrades for their motor. It's a bit like Ker down the road getting spoilers for his Fiesta, except these add-ons are designed to KILLI On a bonus stage, the player has to destroy a set amount of cars within a limit-deperiod. Provided you do just that, there's a lovely new gadget to play with. There are a total of six in all and once fully tooled a player stands the best chance of completing the game.



Quad Language Languag







...and stare back in joy as they go up in flames.









Left - your car drives on through a thunderous explosion. Above - That's right! Tip the other car over! Hahaha! I am the master!!



A bit of a surprise success, Impact Racing might want for originality, but remains a good take on the racing genre.



Three cars in 37 seconds? Hahaha! It is so easy for me!



It might look like a hat or UFO but it's a mine before your eyes.



85





# **BUST-A-MOVE 2**

As you'll know if you've finished the game already, there's a cheat for Bust-a-Move 2. On the title screen press X, Left, Right, X. Now you'll be able to view the ending, as well as playing the puzzle mode on



activities





# **FIGHTING VIPERS**

To get the Option+ menu, simply complete the game once. From here you can select your starting stage, turn damage off, and select two more options which are hidden at the start.

To play as Mahler, the 20-year-old version of the final boss, simply complete the game as any character. He'll then be selectable in any mode, and his moves will be displayed in Training Mode.

To play as BM you need to complete the game as any character on Very Hard difficulty and beat him at the end of the game. It will then be possible to select him in any of the multi-player modes (not Arcade).

To play as the bear from the background of the Armstone City stage, you need to be playing on that background in any mode, then finish your opponent by knocking them through the railings at the glant bear. If they go in the right direction, you'll be able to select the bear when you play next! You can access him in any mode and he uses mostly Samman's moves.

To get the hidden "Big Heads Mode" option, just finish the game as every one of the characters, including Mahler and the little bear.

To get the "Wall Disp On/Off" option in the Option+ menu, go to training mode and perform every single move for four of the characters so that "OK" appears next to each name. You need to spend quite a bit of time bringing up the name, watching how to do it, then performing it properly, but it's worth the hassie.

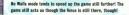
If you play through the game in Hyper Mode with the difficulty on Very Hard as Candy, then play another game, Candy will lose more clothing than usual when she gets her armour removed. Once you ved one this cheat once, you can select Candy in this mode by holding the X button and choosing her with A or C.

To get an extra version of Candy wearing Hawaiian shorts with a Ukelele on her back, finish the game on Normal difficulty as Candy. She has all of Candy's usual moves, as well as one of Raxel's − ♥♥ P to hit with her Ukelele.

To get Candy wearing a school uniform, finish the game with regular Candy on Very Hard difficulty. All of her moves are exactly the same as usual.

Both of the extra versions of Candy can only be selected in the modes other than Arcade — Training, and Versus.





# TIPS 🥌

# **EARTHWORM JIM 2**

These cheats should all be entered when the game is naused. The letters D and I I refer to Down and Up, while L and R refer to the Left and Right directions

100% health L, A, Z, Y, D, A, Y, D Nine lives Y. A. R. D. D. A. L. R Plasma gun C. A. R. R. U. D. U. L. Triple gun D, A, U, B, R, R, C, R And here are the level passcodes.

- Gun. Fnergy. Rlue Gun. Sandwich. Can
- Bubblegun, Sandwich, Sandwich, Bubblegun, Energy Triple Gun, Gun, Missile Gun, Triple Gun, Blue Gui
- Energy, Bubblegun, Bullet, Can, Jim
- Bullet, Sandwich, Gun, Jim, Gun
- Missile Gun, Blue Gun, Bubblegun, Bullet, Sandwich Blue Gun, Can, Bullet, Missile, Jim
- Bullet, Gun. Missile Gun. Bullet, Jim
- Sandwich, Gun, Jim, Blue Gun, Blue Gun ••
  - Triple Gun, Bullet, Bubblegun, Energy, Bubblegun Missile Gun, Energy, Bullet, Energy, Energy



Earthworm Jim 2: the full list of codes is revealed just over to the left there.

# VIRTUA FIGHTER KIDS

These excellent cheats make this excellent game even more fun!

To fight against a secret version of Dural. who is translucent with a goldfish in her head who does all of her facial expressions for her, play through the game on the Hardest difficulty setting. When you've beaten all of the characters and you reach Dural, she'll be the new version

To play as Dural, use the same cheat as for Virtua Fighter 2: On the character select screen press Down, Up, Right, then A+Left together. To play as a gold version of her, press Down, Up, Left, then A+Right together

To play as goldfish Dural, select Dural as usual. then hold the C button until the start of a game. All of her moves are the same as usual, only she looks a lot better

To fight from the secret view behind a wire-frame version of your character, select whoever you want as usual, then hold the L and R shoulder buttons until the fight begins. You will appear as a white model of your character, but all of your moves and controls will stay the same as usual.



Some full-on transparent polygon action!

## DESTRUCTION DERBY

Here are secret names which should be entered to get some hidden features

To access The Ruined Monastery, the bonus track, start Wreckin' Racing Championship Mode and enter the name "REFLECTI". Now choose Practice and cycle through the tracks to get the Monastery.

For invincibility, enter this name for Wreckin' Racing Championship Mode: "IDAMAGEI".

To access the number of drivers in a race, enter "NPLAYERS" as your name for a Wreckin' Racing Championship.





# **NIGHT WARRIORS**

Now that it's finally out, you could use some excellent game-enhancing secrets for Night Warriors.

If, for old time's sake, you want to play Darkstalkers (the prequel to Night Warriors), use this cheat: Go to the options screen and highlight the Config Select option. Now press B, X, Down, A, Y quickly, and you'll hear a noise. The new option should appear at the bottom of the screen.

To be able to bump the speed up massively, go to the options screen and highlight the Turbo option. Now press X, X, Right, A, Z quickly (just like Akuma's firecracker move in SF Alpha) to be able to move the number of turbo stars right up.

To have a perfectly clear screen when you pause the game, rather than have it go dim, use this cheat: Go to the options menu and highlight Screen Size. Now press A, C, Y, Y, Up.

In case you didn't know there are also eight different costume colours for each character. When selecting them, just use X, Y, Z, A, B, C, Start, or X+B together to pick a different colour.



# Exhumed

Exhumed really is seriously, *seriously*, brilliant. In fact we'd go so far as to say it's the best single-player 3D blaster we've ever experienced (and that includes Quake!). It's also bloody difficult. Which is why Daniel Jevons, the Master's protege, is at hand to sort things out. Bow before his power!

## WEAPONS



1. MACHETE: When you run out of all weapon energy, you've always got your trusty blade fall back on. Unfortunately the machete is a

just picked up a super-weapon power-up

particularly ineffective weapon against all but the weakest foes, and should only be used either a) underwater, or b) when you've



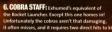
2. PISTOL: The first proper weapon you come across. On the plus side you get a lot of shots for your energy, and it's good for dealing with one hit enemies like Spiders and Birds. On the minus side i pretty ineffective against more than one large enemy at a time Time to break out the heavy artillery







5. FLAME THROWER: The ultimate close range weapon for a single target. The flame thrower stops any creature in its tracks including Lion Bitches and Kilmaat Aliens - and keep them pinned until death. It uses up weapon energy quickly







because of its rapid fire and wide spread cov erage. Best saved for encounters when you find yourself outnumbered with no space to charge a mana cle shot. Not very effective against smaller enemies though but most excellent otherwise





## MONSTERS.

Here's a quick rundown on the mon sters, and the most effective weapons to use on them, SEGA SATURN MAGAZINE's greatest Exhumed player have verified that these are the best tools for the job!



WEAPON: Pistol, M-60



WEAPON: Machete, Cobra Staff, Anun Bomb



M-60, Flame Thrower, Ring of Ra





WEAPON: Pistol, M-60, Cobra Staff



WEAPON: M-60, Ring of Ra, Manacle







## **CONTROL FREAK**

stering the basic control system of Exhumed is essential to completion of the later levels, and to locating some of the development dolls. Here's a quick run down on some of the more important features.

LOOKING: Proper use of the look button is absolutely crucial to Exhumed. You should get used to using it for accurately lobbing Anun bombs, checking your footing for jumps, checking your height when negotiating a laser beam field, and last but not least, climbing vertical walls.



oking down here allo ing with thrown weapons.



Parts of game need you to walk up to walls de a bomb in order to gain height and explo

FLYING UP: Once you have Horus' Feather in your possession you can double tap the button to float in the air without dropping. However, it is possible to actually FLY UP using the feather, and you're going to have to do this as least once in the game. Jump up, levitate and then look vertically down at the floor. Charge an Anun bomb up to the max and throw it directly beneath. You will take damage but you will also be propelled up into the air! You can skip whole areas of levels doing this!





Use look up/down to aid your



Here's a picture of your

**CLIMBING:** Using the same principle as Flying Up, when in the air move to the nearest wall and push into it. Angle your view diagonally downwards towards the wall, and use either the Cobra Staff or a charged Anun Bomb to propel yourself upwards! See, climbing is possible! But remember to keep pushing into the wall as you fire



A nice pic of the Exhumed hero climbing a wall. An essential activity.

SWIMMING: The Sunken palace is one of the most difficult levels in the game. But there is a way to make it easier. When swimming, instead of just holding the jump button down, try tapping it rhythmically. If you get the timing right, you will swim faster. Also, any damage you take underwater comes off your air-o-meter as well as your health. Likewise, any health you pick up will give you slightly more air Pretty obvious stuff, really,



And again, another pictur acter climbing a wall. Wow!



hically brilliant.

### GENERAL TIPS

1. Jump on top of the door ledge in the outside room with the giant monolith (near the exit to Sobek Pass). This will open a panel in the wall just

2. In the area that contains the start of the underwater passage leading to Anun Mines, there is a destructible wall above the waterfall. Once above the waterfall there is another destructible wall to the right

On the way across the slime to Heket Marsh you will spot an indented panel in an overhanging. The entrance is a destructible wall on the other side.

As you approach the end of the level, where you have to glide from slime alcove to slime alcove, stay as high as you can. There is a secret pas sage directly above the level exit (ie. the camel), though you're going to have to employ the wall climbing technique to reach it.

In the first room where you must drop down to hit a switch to oen a door (there is a full health power-up on the walkway, several mutant flies and a Lava Beast) throw a Anun Bomb at the section of walkway just to the right of the monolith.

In the room where you first collect the Anun bomb, throw a homb at the area between the two beams in the ceiling. Then use the flying technique to get up there

Use a bomb to destroy a wall section just past the level's Camel which takes you to the Thoth Treasure Reliquary.

Right at the top of the level, just after you leap across the a gorge where the door at the other side has been opened up by a trap throwing a fireball, you enter a large chamber. Search the chamber ceiling, and you will spot a bluish texture in one corner. Use a bomb on it.

1&2. At the start of the level, fly around at the highest point and you will see a garish texture in an overhanging. Use a bomb to destroy it, and venture inside. You will reach a sloping chamber, with two lava beasts at the bottom. Again you must use a bomb to break a square section in the ceiling, then climb up it. Negotiate a VERY tricky laserbeam field and two dolls are yours.





A close-up picture featuring full-on action

## DEVELOPMENT DOLLS?

Believe it or not, completing Exhumed with all seven pieces of the radio is not the ultimate aim of the game. You've got to find all the Development Dolls. The Development what? Ah ha. Looks like you've got quite a bit of work left to do. There are 23 development dolls hidden around Exhumed's many levels, each with the face of one of the Lobotomy development team. As

far as I can figure it, there is at least one doll on every single level, though on some levels there are two. All of the Development Dolls are VERY well hidden, and it requires a sharp player to locate even one! Here's a run down on some of the Dolls we've found





# **⋘** PLAYERS GUIDE

# HOW TO USE THE MAP OF KARNAK

This map is pretty simple to work out. The links between locations might have an artifact shown. If they have, you need that object in order to progress. If say, a Life

Enhancer, has an object in brackets afterwards you need that object in order to reach the Life Enhancer (or whatever) in question. The colour codes help distinguish what the objects on the map are.

### THE VALLEY OF KARNAK-MAP LEGEND

- PIECES OF RADIO
- LIFE ENHANCERS
   BOSS CREATURE
- 21







This horrific boss creation has many tricks up its, er, "sleeves".





# PLAYERS GUIDE 🥩





This show is taken right at the very beginning of the game in Ramses Tomb, where the deceased Pharaoh in question clues you in about the quest you have elected to take on. You shouldn't have any problems reaching this point of the game. If you have, you're in pretty deep













The gap between the Sega Saturn and the latest arcade hits makes Coin-Operated even more essential than ever before, hence the temporary increase in size this issue! When you see the games we've got, you'll see why...









ho's hardest, the X-Men or the Street
Fighters? It's the question that's dividing playgrounds the world over.
Except in France, where they're all probably

still arguing about Tintin and Asterix. Anyway
the answer is - Ne. Men. Of course they're the hardest.
They've got all those super powers and abilities far beyond
those of mortal men. All the Street Fighters can do is hit each
other. Frankly, in a fisticutiff situation given the choice
between a Dragon Punch and eyes that fire Optic
Blasts capable of shattering glant asteroids I

Blasts capable of shattering giant asteroids I know which one I'd pick. So there you go. The X-Men are the hardest. By loads. So there's no need for any of this competition between the groups. It'll only end in tears for Capcom's finest.

So instead of exploring the antagonistic aspects of X-Men Versus Sterte Fighte, let's look upon this as a great meeting of heroes. Two forces bound by their consciences to saw he would from a fate worse than death. Well, actually, a fate that is death – Apocalypse, the eternal bringer of doom. And, note, a Marvel character, because there isn't a \$F dude hard enough

to act as the boss. Which just goes to prove the X-Men are hardest. But being the generous mutant souls that they are, the Uncanny X-Men are willing to share centre-stage with the weedy pretenders from everyone's favourite beat 'em up series.

This is the result. A one-on-one beat 'em up from the stable of all fighting thoroughbreds. Thinking about it, Capcom are on to a total winner here. They're marrying

the fighters that captured the hearts of a gaming generation with the ultra-popular comics characters they immortalised similarly in the games community. Plus they're bringing together two of the best loved combat game styles—the technical clever-

ness of SF with the effects-laden pyrotechnics of X-Men: Children of the Atom. All they need is for Stan Lee himself to provide running commentary and we'd explode with happiness. Perhaps luckliy it seen fit to lend his gravelly New York vocal chords to

for us Stan hasn't seen fit to lend his gravelly New York vocal chords to this production. So we won't be exploding. We will, on the other hand, still be highly excited about this excellent surprise development in games history. What next Wolverine vs Megaman? The Avengers vs The Darkstalkers? Or perhaps Five Star in Resident Full World?



# ALSO HARD

Juggernaut and Wolverine team-up on poor old Dhalsim.

### AGNUTS

Mutants and martial artists can be friends, that is the lesson inherent in X-Men vs SF. To illustrate this point, each player controls not one but two different characters, each with their own energy bar. Not at the same time, obviously, but in a tagteam stylee. This doesn't just mean one character leaping on screen after the demise of the first (although that happens too). It's a tactical thing, see. Say your first fighter is floored or dizzied by a top-notch combo - hitting a fireball and two Fierce attacks will swap them over for your second combatant, who'll be ready to rock. Indeed, they'll appear on-screen rocking, flying into the arena with an attack. After this they'll pause and pose for a couple of seconds, which leaves them vulnerable. Clever players can even work this swapping into a combo! Yet another example of Capcom improving the concepts in their fighting games.





SEGA SATURN MAGAZINE would like to thank Ryan and Die Hard Game Fan for all his efforts in getting us these pictures.





Now where have we heard these words before?

## THE STREET FIGHTERS



Ryu returns to the fray, just for the fun of it, as usual. This time he's got a Cyclops-style mega-fireball attack for multiple hits. Still a highly versatile character and probably the best Street Fighter.

Charlie - the Guile clone from Alpha comes good for X-Men vs SF. His fighting style is highly different from any of the other characters. Very handy against characters like Storm and their ranged attacks. One of the more impressively suped-up SF characters. Dhalsim now boasts flame-throwing capabilities to rival the Human Torch himself. The hugeness of his flaming attacks is quite sensational.

Wearing a dinky little hat, Cammy makes a welcome reappearance with a stack of new moves. Chief amongst these is her new Spinning Crush, which is not unlike Bison's Psycho Crusher crossed with a fiery missile

Mystifyingly, Ken - who is almost exactly the same as Ryu - has made it into this mix-up game where you'd think character variety is highly important. Nice hair, by the way.

The big boss of SF - M Bison - realises his power pales in comparison with Magneto. Still easy to use and pretty darned nails, but his open fighting style





often makes him vulnerable.

Zangief, Ooh, a fat Russian, I bet Apocalypse is totally quaking in his boots. The strongest of the Street Fighters, retains his crown. Has a new mid-air Spinning Piledriver which breaks necks.

Back in her old iam-jar-lid-hair costume from SF2, Chun Li is back, too. Her Hundred-Foot Kick is unlike anyone else's move, and is an excellent finishing point for a Create A Combo. Look out for the enormity of your Super Combo fireball.



Sabretooth kills for a living. This could be Bison's unlucky day. Gambit's playing card onslaught trashes SF's Charlie.

### WHERE'S WALLY - X-MEN EDITION

The backgrounds for X-Men vs SF are pretty bizarre, to say the least. Along with the now familiar World Warrior-style backdrops in the fresh air around the planet, there's a selection of less logical settings. Like in the middle of a TV studio filming a quiz show, for instance. Or in the middle of a crowded shopping centre. There must be some kind of plot device which explains these locations. although we're blown if we known what it is Perhaps Magneto's trying to steal all the tins of beans or something. Anyway, the really interesting thing about the backgrounds is that some of them exhibit distinctly Children of the Atom-esque degrees of interactivity. For example, there's a street scene populated by citizens and startled coppers which, should it take sufficient bashings, gives way to drop the characters into the sewers below where their combat continues Ace





Sambit versus Charlie!

Rogue steals Dhalsim's fire!



Allegedly one of the coolest characters in the X-Men comics, Gambit finally makes it into one of the Marvel Capcom games. Here he's dishing out the damage on poor old Zangief.





### APOCALYPSE OUITE SOON

The great thing about the Saturn conversions of Capcom games is they've always got hidden options and secret characters, so you always get to play as the boss. Well we're highly doubtful that'll happen with X-Men vs SF. That's because Apocalypse, the eternal agent of Armageddon, is the boss in this title - and he's not small. In fact, he doesn't fight like a normal character at all. He's so big he can only just fit his fist onto the screen. If you want to kick him in the head (which you have to), you'll need to perform a Super Jump! Lord knows how his special moves list would function. And he can't dodge, either, because he's too huge. Basically, Apocalypse is totally rock and all mortals must tremble at his presence.

### SO WHAT'S GOING ON THEN?

Whilst playing X-Men vs SF as Cammy, the SSM team noticed something strange. When Cammy wins a bout. M Bison hovers onto the screen. whence the Cammeister salutes and squeaks "Orders complete, sir!". Which leads us to helieve that the events of the game take place before those of Super Street Fighter 2 Turbo.But, right, she's got the scar on her chin from her alleged scrap with Bison when she escaped his thrall. So what's going on then? Is she re-brainwashed after Super SF? Or is it a birthmark? Or what? How come Charlie's in it, as well? And if it does take place before Super. right, how come all the characters have the neat new moves which they conveniently forget in time for the Street Fighting tournament? Come on Capcom - games trainspotters demand to know when in your Street Fighter mythos this alleged mutant team-up takes place!



Just where does X-Men Versus Street Fighter take place in the SF mythos? Since Cammy appears to be under the control of M Bison it must be before Super Street Fighter 2...



Wolverine vs Akuma. Now that would be a good fight!



Can Zangief withstand the kinetic powers of Gambit?

### MUTANT X-POWER STRIKES STREET FIGHTERS!

Throwing the Street Fighters and X-Men together is more than a matter of slapping the already-coded characters onto new backgrounds. As arcade fans will know SF and X-Men both have noticeably different playing styles, so Capcom needed to find some common ground for the protagonists. Well they didn't bother, really, and so this title plays more like X-Men than SF. All the Street Fighter characters have had some of their moves and combos upgraded to compete with the easily-performed eight-hundred-millionhit X-Men-type super moves on offer. Dhalsim, for instance, has a groovy new multiple fireball attack which is capable of seven hits without breaking into a sweat. This makes for a more action-packed-looking (and feeling) game experience. The SF influence takes the form of making some moves harder to perform, with more twisty joystick manoeuvres responsible for the better attacks.

## THE X-MEN



Fights a lot like Ryu and Ken, but with a big powerful laser for his eyes. So he's better. Not as effective at close quarters, but a strong all-rounder.



The shorty psychopath with the dead-easy Super moves is back to help crap players get into the game without losing all the time. Excellent fun.



Master of Magnetism is the chief villain. His Magnetic Storm Blast, which explodes over almost the whole screen, is chiefly his best attack.



Evil henchman of Magneto, the supposedly invincible Juggernaut is obviously feeling a bit poorly. as he's just as vulnerable as the others.



New boy Sabretooth is a bit like a bigger version of Wolverine. He takes more skill to use, but he's that much more rewarding than cheesy old Wolvers.



Leader of the X-Men, so she had to be in this game really. Her weather powers are novel, but mean she's crap at hand-to-hand stuff.



The Peter Andre of the X-Men, Gambit is only famous because of his own self-promotion. His telekinetic powers which charge up ordinary playing cards into deadly weapons are cooldaddio.



Kinkiest move ever goes to Rogue, who snogs her opponents into submission. With a charging tongue sarnie, Rogue can either drain an opponent's energy bar or steal their moves!

# D 🥌

## OPTIC MIGHTY RISING DRAGON HURRICANE STORM!



Super attacks are now the staple of beat 'em ups. Pall off enough specials and connect with a few punches to charge up your Super bar and then use a series of complex joystick moves to effect a deviariating (if it hits) Super Special, that's the plan. You'll know when this happens because a portrior of your character framed by a sunburst appears on the screen, whereupon they blaze into action with a string of moves, followed by tracer images. Super attacks fulfil multiple purposes. They re a handy way out of a jam and they're a specticular way to finish a round. Every character at least two Supers - and Rogue takes it to new levels of greatness!



Cursed by her mutant power, any physical contact with Rogue's skin causes her to drain memories, power and psyche. In the game, that means that she steals special moves!



Cyclops' huge super-blast is just as powerful - and as spectacular - as it was in X-Men: Children of the Atom.



Storm - the weather witch - unleashes the elemental powers at her command. How does Zangief block electricity itself?



Rogue also has super-human strength just short of Spider-Man's, which is also shown in her Super Combo X-Attacks.

### FASTBALL SPECIALS AHOY (NEARLY)

Super moves are ace. They're all pretty graphics and mass damage. They're great. If only you could perform two Super moves at once. Well hold on there, chickadees, because now you can! If you're especially talented you can end a Super Combo sequence with a fireball (moves list permitting), which, combined with two Fierce attacks, brings your buddy on-screen whilst your first character starts going through the motions. Pull off another Super Combo quick enough and your team gang up for an Ultra Super Mega Combo and ructions of damage all over the shop! At least, we think that's how you do it. We only managed to pull this off once. Once was enough though to see just how AWESOME these "double Supers" are!



If you can perfect the techniques necessary you can unleash both characters' super-moves at once! Here we see Wolverine's Berserker Barrage and Cyke's Optic Blast ripping M Bison to shreds. As if he'd stand a chance anyway.



Here's a first: Juggernaut and Wolverine teaming a







Rogue's superhuman strengt wilts under psycho power...







h ... Until Rogue steals it and returns it with interest!



Taken from the intro – a historic moment in Street Fighter lore, as Cyclops and Ryu form an alliance to bring down their respective foes – M Bison and Magneto. To be honest, Ryu probably benefits more from this particular bargain!

### DADDY MAGNETO'LL MAKE YA...

X-Men earned praise from serious players for its innovative new features, such as the multilevel play areas and the Create A Combo feature (resplendent in all its glory in this game, too). Another of these features was the Super Jump, which allowed characters to leap almost twice the height of the screen and take their battles to the air. Well those Street Fighters have obviously put springs in their ankles, because Super Jumps are at your disposal in X-Men vs SF, too. These are performed simply by pushing up on the stick a second time whilst your character is peaking at the top of their first jump. It's an excellent way to avoid projectiles and escape Super attacks which have a habit of carrying on for a while.



# ngCar

The racing fields of the Sega release schedule have lain fallow for too long. my children. The time to strike with a new gearstick is now! Call the faithful to their gathering halls! It's Sega Touring Car Championship!



ince the pioneering Virtua Racing and its revolutionary 3D graphics, Sega have blessed us with a string of ever more impressive driving games. Daytona's texture-mapped brilliance put us into the same state of games-

lust that VR had managed. And just when we thought things couldn't get any better, the genius Sega Rally experience melted our steely gaming hearts all over again. After a bit of an absence from the scene, the AM boys are back again with the Sega Touring Car

Championship, the latest addition to the jaw-dropping car-riding series. Once again the

technical improvements are the main attraction. The graphics for Touring Car achieve a new level of realism. Each car and object has a satisfyingly solid look and feel. along with an unprecedented depth of visual detail. Plus everything moves at approximately a million miles an hour and is more than fast enough

to induce motion sickness in sensitive types. As if that isn't enough, the cabinet also features rucks of trademark modifications. The sound is delivered through a pair of new 3D sound speakers installed in the head rest of the driver's seat. This blasts the engine noises right into your ears for an awesome dose of believability. Just to make

engine in it, Sega have also mounted powerful heavy-bass woofers under the seat itself, which lend that hum and throb of a real power engine to

Frankly the only way to make the thing sound any better would be to actually put a working engine in the front of the coin-op. And it's not just your ears that'll be bombarded by an all-new sensory experience. Top of the range

Touring Car cabinets also come with Servo Steering as standard. This is an extension of the Rally feedback wheel, which

responds to in-game dips, bumps, corners and the like with synthesised resistance. It also means the game handles like a touring car with power steering, which is what it's supposed to be. And, right, as if all this weren't enough, there's also a new flicker lamp system to aid in gear changing (basically it tells you when to shift up or down a gear).

Of course, all of these modifications would mean little were the gameplay not similarly expanded. Well, once again the lads have done good, conceptually speaking. It's surprising that they've found yet another form of car racing to plunder, though. Pretty soon there'll only be flat strip drag racing left, which won't be that interesting. Anyway, this kind of motoring is kind of a cross between OutRun and Daytona. The player controls one of a selection of vehicles based closely on real production cars overhauled for tour racing and drives it against seven opponents. These, sufficient cabinets permitting, can be human- or computer-controlled. Obviously things are the most fun when playing against real people, but

# TOURER DUTY

numbers

The jalopies in Touring Car Championship are all based upon real-life racing counterparts. The companies responsible for the individual cars have cooperated extensively with Sega to ensure their respective prides and joys are accurately represented in the game. Each car comes in either

the CPU is more than willing to make up the



Shades of Sega Rally here, what with the Castrol sponsorship and all. Still, it looks great eh?



Touring Car Racing is a seasonal event like Formula One. and it just so happens that Grandstand show a lot of it on Saturday afternoons!



Qualifying with an excellent time is the key to getting ahead when it comes to racing proper in the real event. Marvellous eh?





Coming into the pits here, you can see a pretty awesome sideon view of your car In this case it's the Onel model



A dramatic face-on view of the Ooel Touring Car.



This is where you choose your preferred mode of transport.



Even the highscore table looks pretty damn spiffy,



Manual or Automatic flavour and has its own individual characteristics. The choice consists of the Alfa Romeo 155 V6TI, an AMG Mercedes C-Class, Opel Calibra V6 or Toyota Supra, Lord only knows what that means, to be honest. I suppose the big ones will be faster but harder to steer and so on. Although I suppose all the car manufacturers will have been trying to prove that their product is brilliant all-round. Anyway, they're all proper touring cars so it should be highly realistic

# TECHNO TECHNO TECHNO

It's not just the rumbly sound effects which will be treating your ears when you play Sega Touring Rally Car Racing Championship Edition Challenge. There's also a smart theme tune known under the name of Dead Heat. It's been specially commissioned by Sega from AVEX TRAX. You probably won't have heard of them unless you're a real white-label techno trainspotter, but AVEX TRAX is one of the coolest dance music labels in the Orient right now. A number of other famous Japanese club musicians were invited to arrange, remix and generally fiddle around with the tune until it reached their required level of perfection. Bangin' tunes to the hardcore area, on the one to the Dead Heat posse! Yush!

### THE SECRET HISTORY OF AM ANNEX

Eeh, those AM types, they like to stay busy. And they breed like atomic-powered hermaphroditic rabbits as well. Hardly a day goes by

without another AM Dept attaching itself limpetlike to the hull of the good ship Sega Arcade R&D. Or something along those lines. Anyway, the latest addition to the family as you have probably guessed by now, is the same one responsible for the slice of beauty you see upon these pages. No, not Rich's reflection in the monitor -Touring Car itself. AM Annex (as it's called) has been set up by Tetsuya Mizuguchi, the genius mastermind behind the amazing Sega Rally Championship coin-op. So trusting are Sega in his abilities as a crack arcade designer they agreed to grant his wish on an AM department of his very own to develop his newest opus. It appears that their trust (and cash) has paid off, as Touring Car looks set to be the best driving game EVER pro

grammed by ANYONE. In fact, word reaches us that BSM are planning to start driving lessons specifically for prospective Touring Car drivers. Oh all right, that's a lie.

### SO THIS TOURING CAR - WHAT'S IT ALL ABOUT THEN?

Touring Car racing is the sort of thing boy racers wish they could do. Take an ordinary production car, take all the bits out, put in

better ones so it goes at about 300 km/h and unleash it upon a variety of rugged twisty courses. The four big players in the world circuit, as we've previously mentioned, have given Sega loads of help, but the real donkey work has been

on the shoulders of AM Annex,

who've shaped the raw materials into a cohesive game. Once players kick off the action they have to perform a quick qualifying lap to decide their position on the starting grid in the race proper. This done, it's a matter of thrashing the human or drone drivers with sheer speed. As usual there's a selection of viewpoints to make it easier, harder or more exciting for yourself. Whilst few arcades will be able to afford to massive eight-player links, keep your eyes peeled for the twin Touring Car units which'll be ruling your local house o'coin-ops this winter.





head tetsuya Mizuguchi in control of the project), this could be the ultimate sequel to that time-honoured classic! And it would be brilliant on the Saturn too!



# Vicia Politer 3



fter what must be one of the biggest build-ups in the history of videogames, Sega's utterly astounding Virtua Fighter 3 has finally hit the UK and SEGA SATURN MAGAZINE was first in line to get a look at the machine and most importantly get a good playtest. So, after our in-depth examination of the backdrops, check out the goods on the characters!

Well, it's finally here. And yes, it is totally remarkable and better than any arcade flighting game ever sea anywhere. Just as we suspected. If you've followed our VF3 coverage over the months, you'll know that Model 3 technology surpasses everything you'd ever seen before. You'll know that the new backgrounds with different levels of height add hugely to the gameplay. You'll know that.

Well, VF8 is the future!

In this last VF3 feature for the time being, we give you the lowdown on the characters in the game, including small moves lists designed to clue you in quickly on some of the new techniques found in VF3 - it's by now means a complete list, but it's enough to get you going and to show you just how AWESOME this game is.





One of Akira's old victory stances



Title changed in terms of appearance from his Virtua Fighter 2 outing. Akira Yuki remains a powerful combatant with a penchant for surprising his opponent with a huge array of dodges, counters and powerful throws. The much vaunted Stun Palm of Doom is back and remains as highly impressive as ever it

was.
Being the evasive, pow-

erful type, Akira makes excellent use of the new escape button and even has a new move using the button. Try

□□ P+K-E, for instance. Also note that many of his moves, like the famed Power Uppercut can now be strung into combinations, followed up perhaps with a □□FK double kick.

CHANCES: Very strong. Akira has always been the main man for Virtua Fighter and now he's even deadlier.



NEW MOVES TO TRY

CID P+K

CID P+K

CID P+K

CID P+K

CIK+G

CID P



Since the launch of the original Virtua Fighter, all of the AM department's Fighting games including Vipers and Last Bronx have used the simple stick plus three buttons routine. For YF3, it's different, with the addition of the dodge/escape button shown above. It's used in some special moves too.









One of Akira's spectacular new moves, executed with the aid of the new escape button.

OD P+K+F







Jacky looks very cool indeed in Virtua Fighter 3. He's traded in his leather jacket for a more fashionable item, although the distinctive fire symbol remains on the back. This jacket is a lighter fabric which lifts as he spins or if the wind catches it. In terms of new moves, Jacky is far more adept in the kicks department being able department.

to inflict multiple hits

with single strikes.

Some new spinning punch combos have also been thrown in too. In all, Jacky remains a very rounded character whose new techniques are bound to make him even more popular. Whether his new techniques are enough to see him through to the final round of the new tournament remains to be seen.

CHANCES: Much the same as VF2. His multi-hit strikes make him more dangerous to people who know how to use him



Jacky is one of the older Virtua Fighter characters that has really benefited from a full-on transformation thanks to the Model 3 technology. In these close-up shots (above), you really need to see the game in action to appreciate the wind whistling through his hair. It's simply amazing and changes dependent on what stage you're on!

### **NEW MOVES TO TRY**

△PP → P △PPPP PP ← PK

**⇔PPK** 

P+K PK



Shun's drunken master tactics are more refined than in Virtua Fighter 2. Although he retains his ability to surprise his opponent with different levels of attack, he's far less likely to fall over needlessly and sit around waiting to get hit.



Shun pounces on a prone Taka Arashi (in his new gear) in this confrontation,





One of Shun's low-level attacks. This one is quite cool - it can be activated at range and hits at a level difficult to guard.



T he first thing you noticed about VF2's Shun was his drunken lurching attacks. For VF3, he retains alcohol as the basis for his fighting spirit, but in the year since the last VF tournament he has learned to control it still further. That basically means that he keeps the unpredictability and multi-level striking opportunities from VF2, but is far more of a refined character. Also

in VF2, when he messed up an attack he was so open for a counter-strike it was almost painful playing him. No more. New moves include some stunning throws and a bit more versatility in the combo department. Look out for an amazing new throw activated whilst Shun is standing on his hands. He leaps across the screen, catching and twisting his few with his feet!

**CHANCES:** Shun's extra control is not at the expense of his unpredictability. He remains more of an irritation for potential opponents as opposed to a real contender.







Shun has a spectacular throw activated whilst standing on his hands (top). He also has a brilliant new multiple drunken slapping attack (middle) and his winning pose (bottom).

| NEW MOVES TO TRY |  |
|------------------|--|
| KKP              |  |
| Ø@P              |  |
| P+K              |  |
| □ (PPP) K        |  |
| ♥ (PPP) K        |  |
| KK               |  |
| □ K+E            |  |
| KK ⊕ P           |  |
| C P+G (throw)    |  |

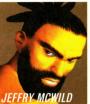


Jeffry's most powerful attack (and indeed one of the most fearsome moves ever) is back in VF3. The backbreaker is a simple throw from behind which inflicts hideous damage!













Jeffry wins! (above) Lion's about to enter a watery grave, (below)





levastating throw.



The difference between Jeffry in VF1 and its sequel was very noticeable indeed. There's not really that much of a quantum leap in the transition from VF2 to this latest chapter in the saga. Most of Jeffry's innovations are in the basic attacks, with only a small smattering of new throws to get to grips with. Like Wolf, the new escape button gives him plenty of opportunity to finally strike back at the combo-based characters who have been his ruin in previous VF epics. One false moves from his opponents followed by a Jeffry escape gives him plenty of potential to inflict massive damage. In fact, manoeuvring behind his opponent and performing a back breaker is that much simpler in VF3. Another example of how the new escape move benefits the gameplay no end. Make no bones about it, Virtua Fighter 3 is absolutely brilliant, okay?

CHANCES: Fair to middling. In terms of prowess, Jeffry remains much as he was in VF2... just more powerful with an even larger range of speciality throws.



| U P+K  |  |
|--------|--|
| Ф  PP  |  |
| PP ← P |  |
| ⇔ P    |  |
| □PPP   |  |
| D ← P  |  |
|        |  |

₫ KP P+K

OO P KKD ₽K+G

D ← P+G(throw) ♥ P+G(throw)

### NEW MOVES TO TRY

PAP DK

CK+G

⊕ P+KK

₩+G

O or Q K

PBK

△K+G

# KK ZIP

CP+G(throw)







even more powerful!





Taken down by Pai, the other fast, combo-based female in the Virtua Fighter series.





**D**riven utterly mad by the J<sub>3</sub> Syndicate's brainwashing, Sarah Bryant is finally on the road to recovery thanks to assistance from brother Jacky. In terms of appearance, Sarah has opted for two new costumes. The first is a black, cleavage revealing top with lycra trousers and high-heels. The second is a hot pants/crop-top combo. The Ja Syndicate's brainwashing has obviously moved on a stage since VF2 since Sarah now sports a rather fetching Southern Belle American accent In terms of moves, Sarah has been kitted out with plenty more kicks and new PK variants - as if she doesn't have enough already! What is perhaps more intriguing is her apparent mastery of the escape/dodge button. With her speed she seems to

have taken to the new system like a duck to water, making her CHANCES: Sarah seems to have adapted most to the new escape routine. Coupled with her speed and aggression, she stands a very good chance indeed.





### NEW MOVES TO TRY ĊK+G DD PH DK+6 OP . DP © PP ♥ P CI PPK KK E K+G

. ..

P+G(throw) ₽ D P+G (throw)

P+6 (throw from behind)









n her new, intricate Chinese costume, Pai looks ten times better than ever she did in Virtua Fighter 2 with the lighting on the stages really bringing out the graphics well. She's lovely as far as videogame characters who don't really exist So what's the deal with

Pai in the combat arena? She remains probably the fastest fighter in the game.

attacking with lightning speed and devastating combination attacks. The new game really boosts Pai's combo facilities, adding a huge range of different linkable attacks to her already strong arsenal. Her speed makes her good at dodging with the escape button and retaliating with a combo.

CHANCES: Fairly strong, However, Pai is very strong in the area of combos... which is what the escape button is good at avoiding...



Taka uses sheer power to overwhelm his opponents in real style. This contemptuous stamp



Sporting either the basic sumo jock strap or full-on ceremonial outfit. Taka Arashi dominates the arena thanks to his bloody huge build. His hugeness is reflected in his fighting style. Just like a real sumo he uses his muscles to literally wrestle his way through his opponents. power-housing his way through all opposition. Taka Arashi is similar

in style to Street Fighter's Zangief. He's very large, but slower than the Pais and Sarahs of the game, but once he has a hold of you, you can't fail to be impressed by his sheer power. The best example of this ower has to be when he gets his foes into a wrestling grapple he can literally through any one around as if they're nothing more than a rag doll!

CHANCES: Not immediately as adaptable and powerful as Aoi. Taka's full potential will only become clear after expert gamers ave got to grips with him.





As well as the trademark Sumo stamp (also shown on this page). Taka can also thump his opponents as they lie helplessly on the ground. Taka Arashi also delights in smacking his foes repeatedly against the walls in Virtua Fighter 3! (below) Just a couple of some of his amazing techniques!







₩ 0 P+6

DK CIK ₩ P+K DD P+6

☐ P+K+G (on crouching opponent)

Aoi's countering skills enable her to reverse any attack thrown at her in spectacular style. In this regard she's just as versatile as Akira. but more damaging by far.



PPP d K

THROWS

OP+G

12 P+6

# 12 P+0

COUNTERS

P+G (from behind)

♥ P+K+G (on crouching fee)

P+K or P+K to start with.

Aoi counters almost exclusively by using a

direction in conjunction with P+K. Try

P+6



One of Aoi's excellent countering reversal moves (above), followed up with a bone-breaking wrench.



Kage's mid-kick is effectively reversed by Aoi here. And ves, she does break his leg after doing this. Ooh.







The tail and of Aci's enlanded PPPK combination attack shown above



oi specialises in a very aggressive form of aikido. Although A primarily this martial art is based around defense, Aoi's capabilities are boosted by a range of floating strikes as well as rudimentary combination potential. However, her best aspect is undoubtedly in her ability to counter absolutely any attack thrown at her, by using P+K button presses in combination with different joystick directions dependant on where the attack is coming from. Not only does she deck the opponent with her counter, she immediately follows up with a very painful extra hit or two, which usually takes the form of a torturous limb breakage. Dressed in traditional aikido costumes, you might think that Aoi's movements would be limited by her dress - not so. She remains absurdly fast and lethal as a consequence. Just like Lion and Shun before her in VF2. Aoi is totally different in style and execution to the other VF masters.

CHANCES: Aoi's combination of speed, counters and combinations could make her just as lethal a force as Akira Yuki. A potential champion.





Basically, he remains much as you would expect him - he's still not that much of a floating combo fighter, relying instead on wrong-footing his opposition and getting in a throw. To this end, the new escape button is ideal for him, allowing him to dodge around the combo-orientated characters like Sarah and Lau, giving him plenty of time to perform a power-throw. Adding to this advantage is the huge range of new throws that Wolf has at his disposal, including an even more painful version of the signature Giant Swing move!

The big wrestler from Canada is back and he's looking good. Bigger, and more powerful than ever before, he seems

CHANCES: Good. Always the under-rated character in Virtua Fighter 2. Wolf is even more versatile than ever before with even more opportunity to unleash super-damaging throws.



D PP

△ P+K P+6 (throw)

P+G(throw) DaDaD P+6(throw)

P+G (throw from behind)

P+G (throw from behind)

Wolf has always specialised in throws and as you can see from the moves list above he has plenty of new techniques in this regard.



The Giant Swing is back and as brilliant as ever!





NEW MOVES TO TRY

r) pp

DD KK

C PPK

dap

PP ⊕ P

CP+G(throw)

P+6 (throw)

**NEW MOVES TO TRY** 

₽ P+K dP.

CIK+C

₾P+K

CIK+6

₫ PK

PP C PK

P+6 (throw)

□P+G(throw)

↑ P+G (throw)

♣ P





The cool frenchman returns to the meaner and leaner than ever before. Lion excelled in VF2 thanks to the lightning speed and unpredictability of his attacks. In VF3, he's even more effective in this regard, and he's been armed with some incredible throws. including one where he jumps on his opponent's head and uses their neck as a spring-board! Lion was always a character with a most distinctive style - this time he's stronger whilst retaining his speed, making him a most powerful combatant indeed.

Strength does remain something of an issue considering that everybody else is more powerful too, and Lion's reliance on his unpredictability needs to be bolstered with more new moves than have currently been revealed. His propensity for floating attacks also seems improved, but he's still a bit of a question mark. Still, fans of Lion from VF2 should be well satisfied.

CHANCES: Something of a wild card. His propensity to attack at multiple heights gets added significance on the uneven ground of VF3's stages.



he mysterious ninja from the prehas evidence that his mother is the basis for the I6 Syndicate's "Dural" robot. That being the case, he's even more determined to find out the whole truth. Two distinctive looks are available for Kage players - the blue ninia suit we all know and love, plus a new "casual" look with a different mask and ninja-at-large threads. Kage remains the most devious of the Virtua Fighters and his new moves have been designed to wrong-foot his opponents even more than his addi-

tional techniques in VF2. Some of his new throws are absolutely incredible, including some bloody brilliant mid-air interceptions! Kage was runner-up to Akira in VF2 - does he have the power to be victorious in this contest? Is Kage truly the most powerful of all ninia?

CHANCES: A worthy opponent, Kage was dynamic in VF2 and even more powerful now. A potential champion if you're willing to persevere and learn to make full use of his ninja cunning.

OO P

44 K+6

₾ P+K

₽ KK

M KK

dap

COPK+6

P+G (throw)

KK



New moves and old. A repeated smack to the face (above) represents the former. The Ten Foot Toss (below), the latter.













The winner of the first Virtua
Fighter competition is smarting after defeat at the hands of Akira in the second VF tournament and has sworn revenge against Akira and his daughter Pai. To this end he has harnessed the power of the combination strike to new levels. Rather than improving the variety of his combos. he has dedicated himself to mastering new forms of floating attack and then following up. Whether this will be totally success-

ful remains to be seen, as the escape button can effectively compromise the long and drawn out combos that I am excels at

In terms of appearance, Lau retains the traditional Chinese look, although superior Model 3 technology means more intricate design and more realistic "floatey" bits on his costume.

CHANCES: Fair. Lau is still the master of combination attacks second to none. but is this enough when the escape button's express purpose is for dodging combos?









ootball games have been improving all the time on the Saturn. As programmers utilise the greater potential of 32 bit technology, we've seen the graphics and animation becoming ultra-realistic. What hasn't necessarily improved on a par with the game cosmetics is the playability of a title.

The arrival of Sega Worldwide Soccer '97 however, heralds a new standard in playability. The reasons for this are essentially to do with the logic which incorporates not only football's beauty but its unpredictability as well. Just like their real-life coun-

terparts, players can make errors, and the game adjusts accordingly with exciting goal-mouth scrambles or sudden attacks on the break. As well as the usual plethora of moves available to players, SWS '97 also includes some of the lesser known techniques like the 'Waddle' shimmy or dummy on the instep. This all goes to make it the most comprehensive footy sim to date and a must for fans of the genre.



It's coming home, it's coming home...





it's done to Germany it's done to Germany







# **DESTRUCTION DERBY**

Il Race Points () F

When Destruction Detry finally turned up, a bad feeling told us this was going to be a bit naff. Maybe it was the fact that all the type accompanying the PlayStation version had long since died out. Maybe it was the relatively uninspired conversion of WipEout, Psygnosis' other big driving title. Or maybe it was the fact that Sega seemed a little reluctant to release the game at all.

As it turned out our fears were confirmed and what you get with Destruction Derby is a mediocre game in the extreme. The graphics are hugely disappointing, especially the smoke effects which verge on the comic. All of the gloss and shine

has been lost. Leaving only the gameplay which its Tratticularly diverse anyway. No doubt the game will still find a niche in the market and to its credit some fun can be gleamed simply from colliding with other cars. As soon as this novel-ty wears off though, Destruction Detry's destined for the









CORE

**BLAM! MAGHINEHEAD** 

ore have been turning on the style a bit of late, what with the excellent Tomb adder and now Blam! Machinehead. While the later lacks some of the diversity of Tomb Raider, it nevertheless provides some first-class action from a first-person perspective.

The plot revolves around the usual alien/mad scientist dichotomy and the gameplay is all about blasting such types away while exploring the levels for ways

to get to new levels. Admittedly this gets a bit samey at times but played in bursts, Blam Machinehead has got enough in it to provide lohnny Gameplayer with the requisite thrills. The graphics are excellent with some impressive light sourcing and detailed sprites, and the difficulty of the game means it's not going to end up on the shelf after a coule of daws.













# 

f ever there was a dubious concept then this is it, suggesting the more seedy f ever there was a dubious concept their this is in, any any and a self-imposed exile in their image of gamesplayers as social cripples living out a self-imposed exile in their bedrooms, their only comfort being some pixelated babe staring out of the VDU. You see, Highway 2000 is a racing game featuring scantily clad females as navigators.

Rather than concerning themselves with the various curves and contours of the road, they concentrate on either praising or damning your masculinity depending on how well you're driving As for the driving itself, it's far too dull and predictable to maintain your interest for long. The tracks lack variety and all look very similar, and the cars handle more or less identically, making it a very uninspiring game to play. Make no mistake, Sega Rally this isn't.







# £44.99







t's official; alien lifeforms exist. And because they have a fondness for neat whole numbers they'll be turning up in the year 2000. And they'll all be destroyed immediately because they are, after all, amoeba. But while the reality is hardly all that thrilling, the Saturn continues to see some pretty wild imaginations at work. This time it's Space Hulk, a mutant that resembles a giant piece of pork gristle and is pretty irate with it.

From a first-person perspective, it's your job to hunt down such aesthetic abominations and, with the help of a team of commandos, wipe the blighters out. Space Hulk manages to distinguish itself from the likes of Alien Trilogy and Exhumed by involving a good deal more strategy. It might seem a little overly complex at first, but it soon becomes a really challenging and exciting blast-fest

# ACCLAIM RATING 92%

elving into the past in search of classic 'ye olde' games has become a bit of a habit on 32 bit consoles. Acclaim have snapped up another Taito classic - well two classics in fact, in the shape of Bubble Bobble and Rainbow Islands, Now while these might look like naff old games, they are in fact brilliant. Bubble Bobble is an addictive mixture of platform and strategy, your bubble blowing dinosaurs, Bub and Bob, waddling about the platforms in search of enemy sprites and myriad nower-uns

This in itself wouldn't merit the cost of the game but with two versions of the underrated Rainbow Islands in there as well, it most definitely is. Rainbow Islands again mixes the platform action with strategy, but also includes loads of secret rooms and hidden techniques. The cynical among you might resent the release of further retro titles, but with Bubble Bobble Pack, while the graphics might hark back to an earlier age, the gameplay is as refreshingly original as ever. The addictive gameplay means that it's a practically inexhaustible title, and there aren't a great many modern games you could say that about so there. And it's only thirty quid which means it won't burn a proverbial hole in your pocket.







The legendary Bub and Bob are back and they're as addictive as ever. Excellent in both one and two-player, this is a winner for sure.

# ###FILMS/MUSIC







## BLUE STEEL

PHILIPS PRICE

ICE £15.99

ATING \*

\*\*\*

cy'

ew people know this but Blue Steel is actually produced by Oliver 'Conspiracy'

hooks pure adentaline" but don't let that put tow pure adentaline" but don't let that put tow off Starring Jaime Le Curtis as a rookie cop to made the starring Lame Let sense to be tailing her, this contains all the widst and turns of a classic thriller. It was actuly on IV about a month ago which means this lesses is a bit poorly timed, but fans of cop phrillers or the decidedly busomlamie Less curtis for that matter — will find something to



### THE PRINCESS BRIDE

BY PHILIPS PRICE £15.99 RATING \*\*\*\*

prected by Kob Keiner (Spinal Tap, When Harry Met Sally), The Princess Brid blends the romance of fairy tales with comedy that is in turns sharp and slaj

when the container of any unex wint connect film like Billy crystal as a troll who brings prefer a simple to the container of the container of the film like Billy crystal as a troll who brings preter are similarly billiance. The main character's are similarly billiance and there slot of organization and the container of the containe



## YOUNG GUNS

BY PHILIPS

s made quite a splash when it came out, largely due to the cast which feaed just about all of Hollywood's Brat Packers, as well as the excellent Teren

amp ain ask rainants. Provincere, while such ask succeeded in pulling in the puriters, it ask? tenoigh to sew the script which is both ask? tenoigh to sew the script which is both le kid and his band of Regulators who are all the series of the series of



### **OUEEN CHAMPIONS OF THE WORLD**

BY EMI PRICE £15.99 RATING \*

Ok, so Queen fans would give it an unquestionable five stars, but we here a Saturn Mag retain a semblance of taste. It's a strange thing that Queen fan:

hem out there) are the kind of music enthusians to the kind of music enthusians that mist on houring all of the special edition releases, the T-shirts, the books, the videos considerable of the shirts, the books, the videos can be provided as the shirt problem of the shirts of the



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# Introducing...





The best-looking adventure ever? Could be...

his month we have a decent feature on Dark Savior, the new RPG from Climax - the creators of Megadrive Landstalker. Well, in Japan, gamers are already gearing themselves up for the next great Saturn adventure title. Its name? Grandia.

This new game is being developed by Game Arts - one of Japan's most respected names. These are the guys behind the acclaimed Slipheed on Mega-CD and of course the recently released Gun Griffon (rated at 88% in issue #9). Grandia, however, looks like being one of the most spectacular looking RPGs to date.

So what's so great about it eh? Well, Game Arts are renowned for their technical expertise, with a huge understanding of the workings and applications of 3D. Unlike Dark Savior, this isn't just an action RPG - a huge range of options are available concerning interactivity with objects and people. So, whilst you can rotate the landscape around like Climax's classic, Game Arts have also worked on making the surroundings very real. Also, unlike Dark Savior, all of the objects are real-time 3D textured polysoons - not just scaled sprites.

Still not convinced about the brilliance of Grandia - even with these brilliant screenshots! Well, get this: Game Arts have enlisted the aid of one of Japan's foremost computer graphic rendering artists to produce the visuals along with a member of the world-renowned Skywalker Sound (owner: one George Lucas) to come up with the audio side of things.

We'll be following the progress of Grandia over the coming monthscan it match up to the expected brilliance of Squaresoft's forthcoming PlayStation RPG, Final Fantasy VII? Only time, and indeed us, can tell.



One of Japan's foremost CG artists is responsible for Grandia's amazing looks. Feast your eyes!







Grandia has been a project a long time in the making. Despite the fact that we have only just heard of it, the game was originally conceived as a Mega-CD product!

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# NEXT MONTH...

In a word: AWESOME! We'll be checking out: Daytona Championship Gircuit Edition - Reviewed! Grime Wave! Full on interviews with the creators of Virtual On and the new 3D Street Fighter EX coin-op! More incredible stuff with Doom, Scorcher and Amok! And yet more stuff! Oh yes. By the way, how does the idea of a brilliant Virtua Cop 2 review sound? SEGA SATURN MAGAZINE, December Issue, Number 14, OUT 18 November Price 8:2.75

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